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amiga FORCE

W W W

■ ISSUE 7

■ JULY 1993

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With Victory, the spoils...



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READ ALL ABOUT IT!

There's a vast a war of words between some of the other *Afrika magazine* assembly, even relatives they remain uninvolved parties. He's decided to put an end to the

[illegible][illegible]

RUCKIN' HELL

Following last month's savage review of International Rugby Challenge, Denmark have informed us that the review copies they sent out had a bug that prevented the use of two jerseys in two-player matches. This has now been corrected, but otherwise the copies are still as we sent them. In thanks!

MULTI-USER MAYHEM

Q uantum Software have updated their hit multi-user game *Global Conflict* to a contemporary strategy wargame for six players. The aim of the game is to eliminate all other human races.

All the start of a game and at the beginning of each turn, the human players are given a set number of credits to spend on airwings, troops and other pieces of military hardware. The amount of cash you get depends on how many countries you occupy. When you're picked up by the boss, the game starts in a special

During battle, you can move the joystick from the cockpit of an attacking aircraft or Battle Command centre for ground objectives.

TEAM WORK

The new version allows you to play any of the ten tournament players in one-player mode, boasts every fighter script, and a credits in two-player mode, and added graphic details such as character shadows.

Owners of the original version may upgrade to version two by sending disk one (ONLY Disk One!) and a cheque/PO for £2.50 to: **Ready To Use Upgrade Offer, Team 17, Marwood House, Gordon St, Wakefield, West Yorkshire WF1 1AA**

Also on the horizon is *Project X*, the untitled sequel to *Project X Zone*. The game is expected onto three different consoles of the next four, though it's definitely not a standalone version. The main criticism of the fullstop was that you lost all your power-ups after you died, which often proved disastrous — the game was too placid! I don't know. Both of



GLOBAL CONFLICT



There is a facility within the game to send messages to the other human players too.

game-position update. Players are free to move a turn whenever they like, and can reject the conflict at any stage.

Because it's a multi-user game, you can't play it on your own, but with around 1200 players worldwide, there's no shortage of opponents. Quantum are continually improving the game (the current version is 1.4) and provide free updates for contestants. They've also got a World War II game in the pipeline, and are working on other historical subjects too.

Global Conflict v1-4 costs £12.99, including two free turns. Further turns are charged at £2.99 each.

these badly fixed have been corrected, so hopefully Project X will at last have its rightful place as king of the shoot-'em-ups. The enhanced version will see you back in there £12.95 when it's released on 17 June.

Finally, a recent magazine article noted that Team 17 were abandoning the Amiga for good in favour of the 16-bit. "We've shrunk" said a team 17 spokesman. "We'll be developing on and for the AT386, but we're not abandoning the 16-bit Amiga." So there we have it — get it right, get it from AMIGA FORCE.



I'M A BELIEVER...

Beyond Belief are to be the Amiga market with Murky, a 70-level puzzle to be released on the new Far Out label. Set for a late June release, the game will cost £25.95. Also on the cards is Cool J Character from



Wiz Demigra and a "Demigra-busting" action game. More news as it's made...

THE BIG BREAKFAST

AMIGA FORCE

TELEPHONE TIPS

Widely, it's been agreed that the game with the best title is the best. Everyone's favourite button pushed? We get some great tips from you — so many that the AF crew can't fit them all in the magazine, so it's up to you to choose which games you want trying.

GRUESOME GOINGS-ON

If you thought 16-bit text adventures start and finish with Mastertronic's Infocom releases, you're very much mistaken — Bophee Computers have unleashed The Four Symbols into an unsuspecting public.

A text-only game written by the (true an adventure-writing ally) HARTMAN, The Four Symbols is set in a medieval town where sorcery and witchcraft are rife. With the disappearance of the four sacred symbols that protect the village town will be dark and you're the prime suspect! Only by finding and returning the symbols can you clear your name.

The Four Symbols is arguably the most celebrated text adventure since Infocom split up, and certainly the best home grown outing (I won the Best 16-bit Text Adventure award at the last Adventure's Convention). Thanks to AMIGA FORCE you can get it at a discount! Normally selling for £5, enclose this coupon with your order and get top off. Send your order to: Bophee Computers, 64 County Rd, Greville, Leamington, CV34 5QH.

NEWS

SUPERFROG

(Team 17)

0830 007 895

FLASHBACK

(US Gold)

0830 007 896

MORPH

(Millennium)

0830 007 897

NIJON SAFES

(Global Software)

0830 007 898

Call and a maximum of 10p, so it's cheaper than a one-day store.



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FOUR SYMBOLS READER OFFER!

Please rush me a copy of The Four Symbols. I enclose a cheque/PO for £4.50, made payable to Bophee Computers.

Name: _____

Address: _____

Postcode: _____

Force adventure: _____

Bophee Computers, 64 County Rd, Greville, Leamington, CV34 5QH.

amiga FORCE

GARETH FORSTER



For annoying little brothers everywhere...



May we present the virtual reality...



paper bag!!

TOP 100 CHARTS



What's that coming like a missile straight to the Number 1 spot? Are we really saying? Well, maybe not, **Desert Strike** is an excellent game. What's really surprising, though, is the news that it's outselling *Body Blows* by an incredible four to one!

1 DESERT STRIKE

■ Electronic Arts ■ £29.99



BODY BLOWS

■ Team 17 ■ £24.99



ALIEN BREED

SPECIAL EDITION *92
■ Team 17 ■ £10.99



4 THE CHAOS ENGINE

■ Boregods ■ £22.99



5 PREMIER MANAGER

■ Gremlin ■ £25.99



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It's not exactly *The Price is Right*, but at least Lucie Crowther doesn't make an (atrocious) appearance.



When a game *Flashback* is "the way the plot unfolds as you play in 3D", and along with the rily animated sequences really get you involved. *Flashback* may seem a little too and too heavy, but it's such a pleasure just watching the adventure on your screen, let, you won't mind playing through tedious again. This is a game which feels in the creative quality of *Uncharted*. At first I'll have your love casting in *Uncharted* but you will want to run a bit, such as the scene to get to the well but see what's in store. That the game leads you by the hand in many respects, but *Flashback* really doesn't control your attention from such boring scenes. Playing is the best thing in as an interactive movie and, believe me, it is far more interesting than *Another World*. An engaging and relevant to the game's story line, marvelous graphics, grade one FX and addictions beyond compare — what more could anyone ask for? *Flashback* Amiga/Deluxe



Why do others always choose to live in cities surrounded? Because it they benefit of January sales, where they could pick up a console, some wallpaper and perhaps a few pots of paint? Strange, isn't it?



amiga **FLASHBACK**

US Gold/Delphine
£29.99

Working in a company that produces the video and film magazines, I get to see a fair few games. Whether it's CD-i, Sega, Nintendo or Amiga, there is an almost endless supply of software for me to pick through during those (inrequent) spare moments. This isn't without its drawbacks, though — you soon become jaded. As time goes by, it takes something really special to make you sit up and take notice. *Flashback* does just that.

In many ways, it's not just *Flashback* the most impressive game, but an interactive film. Like *Another World*, it uses cartoon-style graphics and animation to illustrate certain movements and occurrences. But that's where the similarities end. *Flashback*'s plot is presented in the way that it's actually relevant to the game, as opposed to a few cutaway lines in the *Uncharted* by way of an introduction. As the game progresses, the story line continues and becomes more complete.

Animated magic

The first thing you notice, though, are the graphics. While the animated scene-setting vectors aren't quite as good (or as funny) as

Uncharted, *Flashback* is really quite impressive. But the in-game graphics are really where *Flashback* is technique known as *Flashback* the movement of the game's spots is as realistic as you'll find in any computer game. Like *Prince of Persia*, your spots is capable of climbing and jumping over platforms and scenery, and generally moving in an authentic fashion. Initially it's a little confusing — judging where and how to jump is hampered by the fact *Flashback* is animation gives the response slightly. This is by no means a bad thing though, if anything, it adds to the realism.

However, playing the game isn't a simple case of exploring the numerous screens and levels, as a lot of the action involves combat and the solving of puzzles. *Flashback* has a few amount of weapons to either avoid or destroy from enemies to *Flashback* style. There's enough to keep you on your toes. A quick look at the space bar shows a suitably powerful firearm and while this is in use *Flashback* is unable to

Playing game is simple, exploring new screens, level



Below: Corvid climbs, although early you can't see that 3-D animation.



A caption? To be written by me? Oh joy of joys! What can I write, I wonder...?



FLASHBACK

jump or fall. Instead, the movie's already and slowly in a flash, not dissimilar to your average 15-year-old wanted about being charged out of the job — and it's incredibly handy when moving onto previously unexplored territory where anything could be waiting.

Discover yourself!

I'm not joking when I say that this is one of the most difficult movies I've had to write. Flashback is the sort of game where you want to discover everything for yourself — the last thing I'd have wanted was to read a review, and have all the secrets and twists explained in graphic detail. So I've tried not to give away too much.

As I mentioned earlier, it takes a while to explore the desert — and Flashback has the use of peripherals and save points (testing your position and status in memory) provides frustration no end, and the variety and originality of the design (especially in the second level) is a welcome

break from the recent rash of cardboard platform games.

If I had to criticize anything, it'd be the game sound. Rather than using a continuous soundtrack, Delphine chose to have pieces of music played at key points — triggered by walking at a certain point on a screen. This can be quite handy at times, as more often than not it indicates you're about to be ambushed. All200 gamers will be pleased to know the game's fully compatible, and the movie sections run significantly faster (appearing smoother). However, there's a drawback: the animated sequences and music don't synchronize as well as they do on the hi-bits. While by no means an earth-shattering disaster, it is annoying having seen how well the two worked together on the standard Amiga.

If you intend to buy one game in the next few months (and you already own Descent), buy this. Flashback's one of the best games I've ever played, and if you don't at least look at it once, you've missed something unusually special. After hours and hours of play I'm just about to finish the Easy level — and there's Medium and Hard to get through yet. As Rulger Heuer said in the Guinness advertisement: Talk among yourselves — I may be some time.



TIP TIME! Read the next issue of AMIGA FORCE for the best Flashback tip (we not count for the French version that solves other bugs, indeed).



It's not often that I'm willing to sacrifice a good night's sleep for a computer game, but Flashback is just so captivating, you'll be unable to resist playing way into the early hours. Obviously, the first thing to grab your attention are the exquisite graphics. Beautiful, meticulous backgrounds and perfectly animated spaces blend smoothly together into an astonishing masterpiece. Each level has its own unique look and atmosphere, from the beautiful setting of a house to the uttering depths of an alien environment. Around every corner there's a danger to encounter and a puzzle to pit your wits against, and it's this adrenaline-charging hell that keeps you coming. Delphine stunned the industry with the beautiful graphical images in Another World and now again they've teamed up with a little more than the company to look out for. The attention to detail makes you appreciate the extensive amount of work that went into the design. Flashback owes greatly to the highest calibre, and is one of the finest computer games to grace the Amiga. If you're looking for a challenge of sorts, or a game that will give you the best of the best, this is the one.

- FLASHBACK
- US GOLF/DELPHINE
- £39.99
- 1 PLAYER
- ARCADE ADVENTURE



This is clearly one of the best Amiga games — 98%.

98%

COMPETITION

BULLY FOR YOU!

WIN A
SPECIALLY
MADE SET OF
TUNGSTEN
DARTS!

As the camera appears gradually, side, the overhead spotlight followed a leading comedian as he slipped his way to the heart of the stage. Flailing his hands to shoulder height, he outstretched palms became an unspoken introduction — as if by command the audience became silent.

One watch phrase and amusing anecdote later, it was time for Britain's favourite quiz to begin. Turning to the first contestant, the host asked, 'What subject would you like?'.

Can I have "computer games", Jim? he asked, followed by gasps from the audience.

Well, aren't it's not one of our usual subjects but for some reason I see it's up on the board this week. Throw your dart, John.

Whooosh... thud!

And he's hit the category I have gone. What new Amiga computer game features a large bull moving whilst you throw some good darts?

Err... well...

I'll give you a clue: it's great fun to play with lots of different darning versions like football, snooker and snooker!

Ah, that's Bully's Sporting Darts, Jim!

Correct, it's just been released by Alternative Software (plug plug).

Twenty minutes later... 'Well now John and Peter' gushed Jim, 'you've won through to Bully's prize board! Hit the bull's-eye and you take home Bully's special prize: a set of quality tungsten darts, specially made by our own Tony Owen and presented in a lovely case. Not only that, but you'll also get a discount to 60p on all Now take your time.

The audience gasped as the first dart hit the bull's-eye!

Well done! enthused Jim. And now I must tell those lucky AMIGA FORCE readers out there, they can also win this magnificent set prize (which money can't buy — they're usually only given to the TV show contestants) by answering a simple question. Ten winners-up will also receive copies of Bully's Sporting Darts. All you have to tell us is...

Win hosts Central Television's Bullseye?

Answers on a postcard to: **AM7 TWO BULLSEYE COMP, AMIGA FORCE, Impact Magazine, Ludlow, Shropshire SY11 1JW**. Make sure it hits our office dartboard by 30 August at the latest.



ZIT

MORE LAUGHS THAN YOU CAN SHAKE A STICK AT

PLAY
SEGA
WITH

£1

MONTHLY



AND YOU WON'T GET THROUGH LEVEL ONE

MEET PSYCHO DEREK, THE GOLF MADDEN BROTHERS, FOOTBALL FAN AND AN OBSCURE, NERD, LARD EGG,
JESTER, JESTER, JESTER AND ALL THE REST OF IT... IT COMES... MORE FUN THAN A FUMBLE IN FOOT WORKING

CEREBRA

Puzzle games...

don't you just
lurrrve 'em? At
their best they're
fiendishly addictive
and stupendously
challenging, at worst
irritatingly frustrating
and downright
depressing. If you're a
fan of the genre, check
out our ace roundup —
by IAN 'BLOCKHEAD'
OSBORNE — to
separate the pristine
puzzlers from the
putrid pos. If
you're unsure,
try the PD
versions for size.

DEFLEKTOR

■ Pocket Power

■ (2-84) ... you can't mean get an 8-bit budget offering for that! This gaudy little Gemlin casing is entirely the cheapest commercial puzzle around, and a groovy game to boot.

You have to guide a laser beam from the exit port by rotating a series of mirrors. There are all sorts of devices to help and hinder you: teleports carry your beam from A to B; spheres explode on contact; coloured blocks send it shimmering wildly across the screen; mines absorb its power making it coarser; and there's a huge wall that blocks the way until you've collected all the spheres.

There's a lot of trial and error involved at first, but as you progress lots of forward planning is required. The only real drawback is the lack of a level editor, an intense, edacious ambition which destroys long-term testability and certainly costs the game an AC RAVE.



GEM-X

■ VFM

■ None this is what puzzle games are all about — phenomenally simple gameplay that eats away the hours without you noticing.

The aim of the game is to get the gem pattern on the left of the screen to match the one on the right. Clicking the pointer on a gem causes it to move two steps down the colour ladder (red being the highest), yellow the lowest. As the expert game, tell one thing: A gem that falls off the scale implies, causing those above it to fall and fill the gap.

The joystick control is very irritating (a mouse would've been far more appropriate) and the gratuitous binkies do nothing to enliven the game to female Amigaheads, but apart from that it's a gem.



KLAX

■ Respray

■ Is it just me, or does anyone else think Klax is overrated? At first coloring tiles on your palette and arranging them in vertical, horizontal or diagonal lines is fun at first but quickly gets boring. There's a few neat touches, like the 'wild tile' that counts as any colour and the wrap-around that take you to later levels, but for me at least it hasn't got that just one more go quality that's so essential to a puzzle: it's an okay game, but not the white-bunker it's made out to be.



MIND BENDER

■ Gremlin

■ The stunning sequel to Deflektor, it hasn't the endearing simplicity of its illustrious forerunner, but does have a groovy postcard system. At the start of the game, you enter your name. The program then remembers which level you got to last time around and allows you to start at any stage up to and including that one.

The mouse control is a bit of a dog at first, but soon gets as instinctive as Deflektor's joystick juggling. So is it any better? Well yes, and no — am I? I don't know — I suppose it depends what you like.



FIX

BILL'S TOMATO GAME

■ Paynooids

■ Why include Bill's Tomato Game and not Lemonade? Well, after much deliberation and a frank exchange of views (and a few punches) we decided that the seven-ers ups (Lemonade: Tomatoes etc) were a category in themselves, whereas the direct control over the game environment offered by Bill's made it more of a freetional puzzler.

The aim of the game is to bounce Terry Tomato (a) from one end of the screen to the other. All he can do is bounce straight up, so it's up to you to guide him to the end using lens, trampolines, jack-in-the-boxes and blocking bricks. These can be placed anywhere on the screen — when you're happy, hit the jump! icon and go for it, kumpet may!

The tedious mucking about with equipment is funniest rather than challenging, and some of the results if you fail — you have to lay out half the screen again even if you only wanted to adjust one coin. Accid.

MIND GAMES

■ PD

■ A great compilation featuring no less than 21 puzzles. Mind Games is a PD beginner. There's a couple of maze-based outings, a dodgy Pope Mouse clone, computerised versions of Westernmind's *Daughters*, *Harry Men* and *Orbiter*, and even a simple roleplaying game!

Fun and every the best game on offer is *Johnston*, a classic conversion of Nintendo's Tetris-inspired *Dr Mario*. It's great fun and was featured on a Defcon disk, the highest achievement any PD game can aspire to.

Many of the games on offer are technically crude (but still fun), and ADD games will find a few of them unplayable because they use the numeric keypad too. An PD price, though it's a bang!

ZYCONIX

■ Accidents

■ This, on the other hand, is stocking insight playing *Kix* on the Teleris game-screen — that's Zyconix in a nutshell. Move the cursor over a coloured block, move it right or left and let it drop. Lines of four identically coloured tiles score and disappear, the effects of gravity causing pieces above to fall.

Despite pinching its theme from two classic games, Zyconix will be addictive as either. Why? It's a full-price in beyond real, its only outstanding feature is the music, but at this price you can buy two LPs and three far superior PD games — save your money.



BOMBUZAL

■ Grandlam

■ A cutey nash game and simple game play — what more could you ask from a puzzle? Guide our blue buddy over a series of tile boards, detonating the bombs without blowing yourself to bits in the process. They never blow while you stand on them, but you can only get one square before it goes, taking its four tile with it. Bombuzal's dynamic also places a chain reaction setting of bombs on adjacent squares. As the game progresses new features are introduced, such as disintegrating tiles and extra large bombs.

Bombuzal is a peach of a game! The levels are so deceptively simple that every time you do you have to have another go — it's got a password system too (ha-ha). Originally released by Grandlam, it's now available on the Defcon disk in Collector's compilation.



FEATURE

LOCOMOTION

■ DMI

■ *Remember: Captain Zepp, Super Space Detective?* A great '80s whodunit show, the anonymous hero always finished with, "You could've got away with it, but you made three stupid mistakes!" leaving the studio audience to guess out the clues after the commercial break. Locomotion is just like that!

1. It's far too expensive as a full price.
 2. An irritating playability bug allows a hole to leave the station (just as the one you're guiding is entering) causing an inevitable collision.
 3. The background graphics sometimes obscure the station indicator, making it difficult to tell where it's going.
- A fun game, but not a blockbuster.



THE POWER

■ VPM

■ One thing some people do for their sweethearts: take an ugly little blob, spends all his time running round a maze collecting hearts, before returning to his intended. There's nothing out there either fun, but because he can only run in a straight line and can't stop until he hits a wall or obstacle, piece of forward planning is involved. Only by safely delivering them all can he move on to the next level.

The Power has a potentially excellent soundtrack in the final song of the same name, but the sampling is below par. Not so the game — at all levels it's a only average-sized for a puzzle, but a password system and level editor add to the long-term appeal. A worthy release on budget.



ATOMINO

■ Paygnosis

■ Can convoluted bonding be fun? We say YES!

Atomino is like a computerized chemistry lesson. Build a series of molecules from various atoms, each of which has one to four electrical valences, round it. If two adjacent atoms both have electrical spurs, they will join — to complete each level you must complete one or more molecules with added hubs such as ready placed atoms. Immense blocks and set shapes that must be filled on later levels.

It is sooooo boring and tedious, but it isn't. Like all good puzzles, it's polished, accessible and fun to play, but only real criticism being that it's far too easy.



PUZZNIC

■ Hit Squad

■ **Whisper:** This is what puzzle games are all about! *Puzznic* is one of the most addictive games ever to tilt the genre.

Each level takes place on a single screen. The idea is to push around those little tiles, matching like with like and making them disappear. You can only push them right and left, and if there's nothing to support them they fall.

It is funny how the simplest ideas often make the best games. You're inevitably looking yourself when you match a couple of tiles only to find you've made the level insoluble, either through leaving only one of a certain piece or making it impossible for a couple to be matched. In an effort to stop the game getting easier they've introduced a system where you get two choices of scores: group to average next, but personally I'd rather have a password system.

Also worth a mention is *PD*: tribute. *Zeus*, an incredibly clever copy that does have a password system, but suffers from irrelevant mouse control. Its 40 levels aren't too far off, but in *PD* prove it's well worth the cash. Buy both.



WELLTRIX

■ PD

■ **Hitbox:** Three-dimensional follow-up to *Tetris* was a fair blast in its own right, but lacked the compelling simplicity of its illustrious predecessor. It's incredibly hard to find nowadays, and has been rendered all-but-obsolete by *Welltrix*, a near-identical *PD* clone.

Welltrix has you guiding shapes as they fall, hoping to make complete lines. Unlike *Tetris* you have four faces to contend with the pieces, moving across any of the wall's axis until they land in the bottom. The mechanics aren't as much fun as *Tetris*, but at *PD* prices it's worth a look.



FEATURE

LOOPZ

■ Audiogenic

■ **Now this one really sets the hours — you lead it up for a quick game, and before you know it it's Tuesday!**

Again played on a square grid, you must use the pieces (of various shapes and sizes) to form

loops, hence the title. The box can be rotated to suit your position, and there's a time limit for each. First to place the piece in time and you lose a life. Needless to say, the bigger the loop the higher the score, but watch out — try something too ambitious and you're left with a lot of useless pieces getting in the way.

So why is it so addictive? Even dumber, but it is the only real fault with *Loopz* is its lack of focus. Differing levels (which you choose before starting) only affect the first three, and you carry on playing until you're done are gone. It's an amuse as that. A few Atari-style levels with ready-placed pieces. To show that not all shapes to fill wouldn't go amiss, but it's not a killer.



STACK UP

■ Zeppelin

■ **Himms:** It has all the makings of a groovy quacker, but when the ships are down it doesn't quite cut it. Doing more than a passing nod to *Tetris*, *Stack Up* has you controlling a falling line of three images which you can move to the left and right or alter the order in which they are arranged. When they reach the bottom of the screen, each can sink independently of the others — if the middle one hits a high point, the other two keep falling.

So what went wrong? Well, the other two keep falling (giving the game a disorienting feel). Thankfully it does suffer every now and then, but it can't help being *Stack Up* isn't as good as it should've been.



DIZZY PANIC

■ CodeMasters

■ **Or should that read Panic Dizzy?** The title screen and packaging pump for the latter, but the disk label and menu option say otherwise. Either way, it's a real challenge — how long can you play before falling soundly asleep?

Move the tubes, grid left and right, allowing the shapes to fall through as they slide down the tubes. It's so basic and boring as that. As the game progresses, an ever-expanding collection of shapes fall to make the moment rare. It's got nothing to do with *Dizzy* either. On the 8-bit versions he sat in the middle of the screen and did nothing. In the Amiga game he doesn't appear at all! Well, a rip-off.



FEATURE

PIPE MANIA

■ Touchdown

■ Another tin lodged, this one has you building a pipeline, ready to take the yellow color to zero nowhere in particular. You can place your pipe anywhere on the grid (even on another tile), but don't just scatter them — points are deducted for tiles that don't carry color. Guide the grunge balls with a bonus, a cross-shaped switch for a bonus.

If this sounds incredibly simple, that's because it is. On later levels, there are damaged squares on which you can't build and holes in the wall to build through, but the principle remains the same throughout. Because you don't choose which tile to play next, much of the game is just trial and error with very little forward planning involved. Not a classic as many would claim, but not a bad game either.

Like many puzzlers, *Pipe Mania* has spawned a few PD clones. *Willie's Water Works* is a LucasArts version featuring almost identical gameplay and identical presentation. Personally I think I'd go for the official release as a budget outing, but the choice is yours.

PIPE MANIA



WILLIE'S WATER WORKS



WIZZY'S QUEST

■ PD

■ It's a bit of Solomon's Key, it's a bit of Tredwell, it's another peachy PD puzzler. Another multi-level with persistence.

Intelligence, you (the red-coated wizard) must guide the old dude (in purple) to the exit door. You can jump the height of one block, but she can't — don't let her fall below the height of the door or it's curtains for one of your three lives.

The key to *Wizzy's Quest* lies in skillful use of all Wizzy's favourite party tricks, rising above blocks above, below or beside him. With these he can access higher platforms, guide the crane towards the door, block rising facilities, etc. You get an unlimited supply and you can destroy them as easy as crabs from.

I could do without having to go through the intro sequence EVERY time I load it, but in gameplay terms it's ace.



Whew, spooky or what? We don't claim to have every puzzler here (you could fill the entire mag with PD puzzle games), but there should be enough here to keep you scratching your head until you reach your brain!



DRAGON CAVE

■ PD

■ Oh, these PD puzzles are blimmin' good, aren't they? *Dragon Cave* is a mega-marvelous, mane-beast monster mael (problem — but for once it actually has a plot).

Smiling the dragon has a problem. He needs (for reasons unspecified) to push his treasure chests into certain places within his domain. Trouble is he's too big to reach his every way through the maze of corridors that is his domain — why he's hiding his treasure in places he can't even get into isn't specified, but muggers (that's you) has volunteered to help.

Before you push single-corner levels, you must push the chests into the positions indicated. You can't push more than one chest or pull them at all, so it's very easy to slam one into a corner, making it inaccessible. Luckily there's an undo option for just this situation.

You get a choice of 2D or 3D perspectives — the latter looks far better (but is all-but useless when playing the game). There's a level editor too, so on the unlikely event of you completing the game's many levels, you can design a few with your friends. There are no passwords, but you can pick your starting level.

The heart of a gem like *Dragon Cave* is its layout, and this one certainly isn't found lacking. An absolute no-nonsense and a bargain at PD prices — buy it!



ROUND CORNER

PREVIEWS

BEASTBALL

■ Millennium

Another A1200-developed game, there are no plans to convert *Beastball* to the 16-bit machines at

all. A violent future sport in the *Speedway* mold, *Millennium* promises a whole series of future sport aims to follow.

Beastball is a (swooshing) battle between teams of genetically engineered bipeds (or "what's the dictionary? bipeds"). Any animal with two feet. Well, why don't they just say so? Each team is made of one breed of player

and weaponry. The players are impervious to pain, which is just as well — each match is a no-holds-barred battle where injury late means just that.

Beastball will be leaving your way in November, so you've plenty of time to polish these knuckle-dusters and practice on your state's leddy bear collection.



SYNDICATE

■ Electronic Arts

Two big, too rich and too powerful by 1993 multinational corporations already had higher incomes than many small countries, and their position in the global economy allowed them to topple governments that didn't toe the line — even in the so-called developed areas of business. Not government that ousted the photo.

If things were bad then, though, they're infinitely worse now. Since the invention of the CNEP, a revolutionary device that altered a person's perception of the outside world, running the masses to the poverty and aquator forced on them by coal-cutting, low-paying corporations. When inserted into the head (the CNEP allowed a person to create an environment of their choosing, as a person living in a degraded basement flat under a General Takeaway could play a mansion CNEP, turning their home into a palace. "Why change your environment when you can change your mind?" ran the company slogan.

Use any near and potent drug, control

of the CNEP meant control of the people. Soon the corporations were at war with each other, fighting to monopolize CNEP manufacture, topping money and governments in the process. Where there's a money there's a marketplace — soon large crime syndicates got in on the act, infiltrating boardrooms and dominating the global economy. The age of the Syndicate was born!

Syndicate lets you play a young executive in one such Syndicate. From your vantage high above the city, you oversee and control custom-built cyborgs as they hunt down rivals and conquer territories. It's programmed by Bullfrog (of *Populous* and *Powermancer* fame), so it should be well worth waiting for its cost: C\$4.99 and its the shops in June — as always, watch out for the full review in AMIGA POWER!



DIGGERS

■ Millennium

Go dig there, Dave! It's really cool to use a hand-drawn, isometric-

perspective-drawn game set Dave, based on Australian mining rules, so that one should "what's the? Oh, so that one should" what's the? Oh, so that one should

It's the 411th day of the year in the planet Diggy Diggy have long years, don't they? And the four most of diggers hurry (means the Diggy Trading Centre. Tomorrow is the 412th day of the great day. Each team awaits the arrival of the arrogant stranger, who will send them to society in the annual Diggy Diggy contest, and one of those strangers is you!

Success lies in dominating each of the 10 mining zones, digging against a rival company in each. Great riches to be found, but there's danger in them: mine — to root your mine, you must avoid the planet's natural hazards as well as out mining the constantly diggers.

Diggers boasts 30 separate zones, each with its own map. The diggers themselves are highly intelligent and capable of independent

actions, but this can be a curse as well as a boon — they're often unruly and difficult to control. There are four species of digger to choose from too, each of which has its own abilities and characteristics.

Diggers hits the A1200 in June, with the standard Amiga version to follow in September. So polish those spades.



PIERRE LE CHEF IS... OUT TO LUNCH

■ Mindscape

His one could capture the longest hot food (then, Roy McIn (David's) Super Off-Beat Place) was disqualified for having a much more manageable abbreviation.

Enough small talk, let's get on with the game. Pierre is an eccentric yet virtuous cook, renowned as much for his over-the-top personality as his culinary masterpieces. As is his want, he could exclusively with food-to-get ingredients which he must chase across the kitchen and capture in his cage. Watch out for the insects and diseases that threaten his flesh too.

Like most computer heroes, Pierre has an enemy. The evil Le Chef Noir, a diabolical cook who's exiled of Pierre's restaurant. Pierre's dream is a plan to run the chef's reputation by releasing all the food from the cage, and only you can stop him.

Pierre Le Chef is... Out To Lunch is a 48-level platform game in one country, each with its own culinary and musical character. Boasting screen levels, over 1,000 frames of animation and exciting power-ups, it could prove a real connoisseur. *Burger Chase* for the 386? We'll have to wait till the autumn to find out.

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BULLY'S SPORTING DARTS

■ **Alternative, £9.99**

Anyone fancy a bit of bull's? Thinkbully knows it's not a sign of JRM's decline in this line when — it's straight darts throwing that's all the way with 5553 Seven games are on offer, including the traditional 201 with the first player to reach zero and finish on a double winning the game. Round The Clock tests the participants' trying to hit all numbers in order, then there's a

More fun's derived from playing against friends

crucial game, most likely good measure: bonus, clock, locked, unlock and go!

Select your level game from the menu, enter players' names then it's into the action. A representation of a dartboard fills most of the screen, with scores and stats displayed down the side. A picture of the player is shown, with dot grasped tight, swishes around the playing area. Above it sits a joystick or arrow board and press the when it appears to be lined up. Player said that's done, I mean you, and you'll really have to concentrate if you're to achieve that elusive 180. Good thrower receives assets of encouragement from Bully, but his moaning does become quite

daunting. You can always start a pillow up your back and load a pint of beer in one hand while playing.

Arrows is aided by some sampled effects to accompany the various games — not essential, but a nice touch all the same. Obviously it gets a little repetitive, especially against the computer, though nine will never tire of posing intention. More have derived from playing against friends. A reasonable darts game at a reasonable price.



TIP TIME! Remember — you don't get anything for free in a bar (or something).



FINAL FIGHT

■ **Kibox, £9.99**

Mario City — arena capital. But modernism known as the 'Mad Czar' gang are throwing the city into turmoil in a sequence and dislocated as it's a bit of a trip to liberate an elderly cat and a bag of pick 'n' mix.

Mike Haggard, street hound turned wrestler, is not a happy man. Possessed against the Mad Czar due to attitude and rage, he sits in his office fuming but unable to act. Unlucky fate, until the cat goes go one step too far in an attempt to gain control of the city. Haggard's beloved daughter. Their demands are simple — hand over all power in the Mad Czar or the girl dies. Now Mike's mad. No longer able to carry his anger, he's off his first and

Too few moves lead to two-dimensional action

Animal magic

One or two players can join in, selecting from the three characters — each with a special attacking move, or Haggard's pile-driver. After the intro sequence you're plunged into a chaotic, horizontally scrolling beat-'em-up world with only just 10 seconds standing between you and

bully beating. Final Fight most selling feature is the fully 3D arena. The on a with screen but some sort is a little making, as is perfectly. Too few moves lead to two-dimensional action which though appearing some with a second player, is never going to get past the halfway mark.

Some doubt a challenge over the nature of challenge on offer. It's not exactly a pushover, but seasoned joystick veterans should have it taking fairly quickly.

Parts in the game aren't generally done to the detriment, but simply carried over from an essentially bad arcade machine. That relied on its visuals for effect and on such was risky for a few games. Despite on the Amiga version are fine, but there simply isn't enough depth to lift it above the crowd.

A reasonable if limited cheap game.



TIP TIME! Please the game and type SHORR-FIGHT to the editor for a copy of the game.



THE ADDAMS FAMILY

■ This isn't quite as fun, amusing, great, but it's by no means a load of bull either. The problem with most computer darts games is that it's far too easy to score 180s, time after time. However, Addy's is just that bit more difficult with the wobbly hand and occasional house-of-horror (filling the wire). Some of the game types are better than others (Addy's is a lot more, more like a single hit shoot), but what happened to my personal favourite, Killer and Mollie Mouse? And while we're at it, I reckon a lot of sampled space for the big scores wouldn't have gone amiss — Addy's missing just left the arena! **MM**



■ Gameplay just makes the Addy's but at least there's no aim. However,

73%

■ Final Fight is arguably the best arcade-based beat-'em-up on the Amiga. The sprites are large and well animated, while the battles are interesting and can't all be killed using the same attack over and over again. Best of all, the combat scheme controls make the game easy to get into without making you feel the game is playing itself. It is October.

Like most Double Dragon clones, Final Fight is more fun with a friend — if you can borrow, you can beat him up too. The difficulty curve could do with being a little steeper, but at budget prices there's easily enough playability here to justify sitting with the cash. **LAN**



■ A great, solid beat-'em-up that should be a big hit on budget.

79%



■ The Hit Squad, £9.99

Why is so much time spent writing reviews that are, in essence, friendly rewording instructions and good? It's the world's necessary, but so. The Addams Family is based on such an odd film (with its combined plot, concentrating on the game alone is a relief). Fortunately, the Amiga version of the Addams Family's sports gives me, the Amiga reviewer, enough to write on about. Although it's a picture game, Addy's is a

Another picture game? Far be it for me to minute, but hasn't the category been (battered, overused, misused and abused) in games where you keep, keep and keep some more? What the hell. If they can be put together as well as the Addams Family is up to go with withish, it's not a bad thing. It's due to the level — more to the point, the idea of them. Lots of screens, and a sprinkling of traps here for the game on its way at all. There's a subtle sense of colour, so the two levels are going to be too much and not too. But just when you think of a game of games, it's a little more of a game of games. **MM**



The game allows you to choose different routes

particularly good example of how, despite its relative unoriginality, the game's still as popular, after all these years.

With you as the hero, Gomez, there's a myriad of screens to explore and exploit, in his bid to recover his absent family (who are, apparently, hiding in and around the main Gothic mansion). Unlike other similar efforts, the game allows you to choose different routes — so it's up to you on how, when and where you will capture obstacles. This partial freedom keeps the game from being too linear, as well as offering much potential for exciting areas you can't (or don't want to) complete.

Family fun

Linked around the play area are a variety of hidden characters, all capable of reducing the hero's nearby life counter. A wish made by him at the point would have involved obtaining a semi-automatic rifle and a few grenades, but no — he's so busy playing after him, he's busy to start and kill for himself. So, here you have it — explore the levels, surroundings (such as walls and (puzzling) doors) and collect goodies on your way to rescue your socially deviant (and, incidentally, if they aren't anything to go by) family.

Obviously, it lacks the fantastic background of the SNES version, but I suppose the absence of custom chips does mean we're going to use something. However, I'd have thought it's more more could have been done on some levels — plain black backgrounds with character. One aspect that's definitely related from our console chums' libraries, is the admirable playability. Platform games usually become tedious after too much play. The Addams Family remains interesting for that little bit longer — and on budget, it's a treat.

Oh, yes, could someone please write to me and explain exactly what 'silly silly silly' is?



TIP TIME! Sometimes the only way to reach higher ridges is to generate a bubble shield.

■ Platform action at its best — one to really spend

87%

amiga
486
level



BUDGET REVIEWS

BUDGET
BARGAINS



Better than Lotus' Expert or one-player mode but not as good as two. It certainly wobbles all over Lotus 2, which allowed you to virtually complete a course without touching the joystick. Lotus 2 still throws you back on the track if you hit an obstacle, but it doesn't clear the car for you like its sequels' sequel.

The Lotus games are known for their speed — if it's fast racing you want, there's what you'll get. For a more real-life drive, get Woom, but handbrake breaks breaks need look no further. **B**

Two players can experience the expert racing action with the split-screen effect. Overtaking requires Mansell-style steering (Tap right).



LOTUS TURBO CHALLENGE 2

■ GBK Gold, £9.99

Welcome — the sequel to the best drive-though ever is, um, better than the original, well, almost.

The game looks as with a custom soundtrack and wealth of options. Up to four players (with two linked Amigas) can race simultaneously on any of the eight progressively tricky courses. Colours, from automatic gear shift, transmission (for beginners) or go on the fog with a full.

comprehensive set of options. You can choose to drive a ghost car through the ghostly challenge for seasoned drivers. Course take you through all driving. (You also drive through the ghostly challenge with custom and ghostly car when you get a high score.)

High velocity on Course 3 before you get to it up in 4x acceleration — watch out for ice, rain and snowdrifts. Subsequent tracks include desert, storm, complete with driving rain and a mobility with incoming traffic to Phoenix.

All courses contain a number of stops, most are a maximum of 10 seconds. You can choose to drive a ghost car through the ghostly challenge for seasoned drivers. Course take you through all driving. (You also drive through the ghostly challenge with custom and ghostly car when you get a high score.)

Going topless

This time around you're not limited to the Expert either. If it's a nice weather course, keep in your convertible. Even, had back the hood and feel the wind in your hair. The two cars handle slightly differently.

Graphics are stunning, retaining the speed of the original but adding for more detail and variety. The night-time and fog effects have to be seen to be believed. Another bonus is that the single-player game now incorporates a full-screen playing area.

In the first game you raced laps of a circuit in competition with the other cars. Here your only enemy is the clock. The spirit of this

is that some of the one-player competition's jobs is lost. Nevertheless it's still tremendous fun and the cars handle a little better than before. It's a great way to let off steam and slightly better than the follow-up — now that was a letdown.

Verdict: With an outstanding score up there it's not going out to prove a point. Lotus games are better than most. **A**



Sharp bends are tricky, especially in the fog (Left). You can also drive a Lotus Man (Above).



Will it prove to be the top of the charts? — we'd say it's a racing certainty.

92%

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BUDGET BARGAINS

■ **Kixx XL,**
£14.99

One of the most sophisticated and fun fast-paced pieces of military hardware in the world, the so-called Stealth Bomber has been retooled from its base by an unknown power. Obviously the authorities are eager to get their little toy back, so they turn to the moral service to locate and recover it. Naturally, you're the agent best suited to the task.

A scene-setting intro sequence gives you the lowdown on your mission and asks you presented with a scenario you'll find by your superior. This consists of a briefcase containing a blueprint folder, allowing you to travel freely about the place. As the adventure progresses you'll uncover various other tips and bits of equipment to help you out of the increasingly sticky situations you'll find. You begin the mission proper in an airport, where your first task is to successfully make a past customs. Then it's off into the big wide world of international espionage. Contact friendly agents, get shot at, avoided, escape in a landing and tactical manner (and hopefully receive praise to the point of earning a major international incident).

Point to solutions

Control is by the good old stick, it's mouse method with your agent pointing, using and interacting with the game environment — it's

all quite engaging. Plenty of locations are there to be explored, and loads of characters to help or hinder. There's even a swimming sequence in there to alleviate any possible monotony. It do have some reservations concerning one or two all-too-obvious

elements. You can save your game position at any point but even so, it's a bit tedious having to go through the routine every time just in case you go wrong. Another niggler is the way you occasionally have to climb the entire screen with the pointer for clues. Realistic it may be, but it doesn't

“There's even a swimming subgame in there”

make for flowing play.

On the whole, when designed properly these games always have a great solution (or for two main reasons. Firstly you just have to be a bit that little bit better, and second, the satisfaction of solving a puzzle that's previously stumped you is hugely rewarding).

Atmospheric graphics and topical, if banal, puzzles make *Op Stealth* a must for any but the most die-hard of enthusiasts. Big value at a shockingly small price.



TIP TIME! It's a good idea to save your position regularly to avoid retracing steps.



■ (Above) Have you anything to declare? Passing through customs is tricky when your bag's packed with high-tech spying equipment.



■ Exploring is done by clicking on the ground to move your man, and on objects to examine them.



■ The best thing to come out of France in recent years has been the stream of quality adventures from Delphine, most notably the just-released *Phantom* (see our exclusive review of the UK version in this mag). The transmedia care and attention to detail put into that game is evident in this earlier effort. *Operation Stealth* is a cracking adventure with graphics to match. The animation may not be as fluid as on the newer Cinemagique games, but the film-like close-ups (big when you enter the subgame) still add oodles of atmosphere. As with most point-and-click adventures there's a fair amount of trial and error involved, but most of the problems have logical solutions, so plenty of lateral thinking's required. Good magnifying glass.



■ This slick animated adventure is a classic — that's an accolade.

86%

BUDGET TARGETS



■ (A. Brown) Don't be discouraged by that, because, that's a measure of how much you've achieved.



BUDOKAN

The married ate and their origins date back hundreds of years, resulting in many fables and (unfortunately) tales being told. Whatever the history may be, it's the unadorned, Americanized version that attracts many people. However, in Slovakia, the fighting ate tale on their traditional Japanese role in a (false) oriental post-war-up. The Slovaks itself is a large building where tournaments, known as Kumiho, are held. Fighters trained in many styles and from many nations participate — even Koi-san's fun.

It would be foolish to go headlong into the tournament without training, as flexibility in the martial arts can be practiced beforehand. The selection menu is represented by a courtyard, where you, the student, can visit the various training halls. Each hall is dedicated to one of four arts: Karate, Kendo, Judo and Shi-
 100

■ **What a game!** This is no ordinary beat-'em-up. It's the first game I've ever seen to capture the true martial spirit. Powerinn and animation are flawless throughout, with a character's motion closely following his movements. Combat involves genuine technique, and the effects of striking ensure you can't just shoot away on the fire button and

Ad is all flustered. It is panicked, overworked, and is waiting for the

practice or spar with another student. When good enough at your chosen skill you can take the ultimate test and enter the MMA ring.

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

Disciplined tastes. You can't mix-up heavy and subtle. Instead, you have to choose. You begin with the complex Japanese dish, but you can't see a little whipping, but for more you experiment and you promise the most confident role becomes. In addition, controls differ between the four disciplines, so something all of them takes a lot of time. This may sound boring, but it's the main ingredient that makes Japanese so challenging and addictive. The graphics, though a bit grainy, all tie together well (you spend your time

concentrating (in your mind) from gawping at the backdrops anyway). Extra touches such as consulting the wise counsel for advice add more depth, my only price is the dial answer — I don't see the point.

Unless recent loud, brain-fighting games that let's face it, become repetitive after a while, *Sudoku* is just that bit more realistic, and the accuracy and pristine execution make it one for martial-arts practitioners and casual solvers alike.

TOP TIP Wait until you're an experienced fighter before entering the tournament, as you'll undoubtedly suffer (and waste) a lot of money.

■ A great smooth
skin with
plenty of combed
scales.

85%

4TH &

Childish & inches in, without a doubt, the worst Arrigo game I've ever played and would be a rip-off at PG-13 alone, is *Smash*.

On loading you're faced with a bewildering number of options. You can EITHER play a two-player game. All-Pro vs All-Pro. OR play the All-Pro against the computer-controlled Champz or FWHN the Champz against the computer-controlled All-Pro. Amazing — TWO whole teams, and no (big)ot to (j)ap options. There's so little here it looks more like a crappy overhead demo (which you might make you pay through the nose for) than a playable game.

Abstract

After choosing your team it's on to the game proper, and that's where the real honor of a all stars is. The graphics are little short of a gas with a pitch that appears to be reflected in an anti-shipping manner, and badly painted. Substitutions are for dummies. There are a few

It's like a puzzle game, really interesting. There has to be some clarity around it. Now, almost everyone's been told to just think about it and just walk away with it. I think that's a good idea. I think the best idea was to actually point around the screen without even trying to see what came about: you're hitting. It works every time. I think that's the best point to that. For a game that's not about looking through, you think a little more would be included. I'm not going to say the price isn't the absence of game because it doesn't. Whether it's a bargain or a bargain, it's what it is. **Price**



by the dismal sound" apart from the odd police siren wailing into the distance, you only get an irritating jumble. Worse still is the car's handling. Steering doesn't automatically centre itself so you end up zigzagging wildly as if you've had about ten drinks before setting out — no wonder the police are after you! Not only that, but crashing into the smallest thing, even at low speed, causes your car to disappear in a (rather pathetic) puff of smoke. The only complaint I can grant this mediocre title is the possible spin effect. Save your money and get Lotus II instead.



TIP TIME! Keep your speed down or the car's uncontrollable (although its pretty uncontrollable anyway).

■ 'Crash is the right word for this very silly driving game.

36%



■ This platformer is extremely primitive — and that's no joke.

40%



■ The Hit Squad, £9.99

Race and research suggests that riding a motorcycle can cause premature ejaculation. I don't know whether or not it's true, but I certainly wouldn't mention it on a pub list at Hifi's Angels.

On this review, *The Cycles* boasts 10 tracks, five difficulty levels and a choice of three cycles. You don't get the number of laps from 1 to 99. There's a practice option (available on all courses) or you can jump straight in and compete in the World Driving Championships, a gruelling series against nine other racers set over at 15 tracks. Options are chosen through well-presented, easy-to-use menu screens.

So far, so good — means can't I and that's less very well to outlandish plots — and this one's no exception. Everything you could want or expect from a Grand Prix bike, am I here, as the proof of the pudding is in the execution. If you like what it's mixed metaphor. Honestly enough, there's nothing here to set the world alight, though it's not that bad either.

Born to be tame

As you can see from the screenshots, the graphics are okay but nothing spectacular. The sound's pretty good, with solid, meaty engine noises and realistic gear changes. At last a bike sim that doesn't sound like a lion with



THE CYCLES

toothache! Where the game lies over the fundamentals and spins talent over leather trousers is in the pleasurable slushy.

Steering for here is a joyless affair as it's not a gentle pander, you either get across the track or lose it and take a snap. This makes target corners extremely tricky. Some of the less demanding tracks are okay, but most of them are more complicated than the game engine can handle, so the only way to get round them is to slow down further than you can really afford. The screen updates could be slower too.

Steering the bike is a joyless affair

On a more positive note, there's a useful lot here and it's very well presented. I like the way you're unconsciously dropped out of the game if you crash your bike too, but personally I'd wait for PlayStation's *Stone Island* or get *Wolf* Honda instead.



TIP TIME! Make sure you get a good qualifying time — it sets your grid position.

■ I love most driving games, allowing the on-board camera and putting me pride to the wheel, but few games leave the car. The only ones I've ever had much joy with are *Mc Grand Prix* and, in a lesser extent, *Wolf Honda*. Compared to these, *The Cycles* is a joke. The graphics are so poor, the controls are so bad to remember, so you really think the bike isn't turning, but the real problem is a serious lack of speed — surely the most important aspect of any race. The game engine is far too sluggish and jolly to give any illusion of high-speed racing, and no amount of money presented options can make up for that.



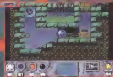
■ Sluggish 3-D and unresponsive controls? — oh yes, indeed!

55%

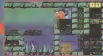
RICH PICKINGS

MOH

(Left) The elusive cog which Morph must find on each level, before heading for the exit. **(Below & Right)** Treasure chests contain extra items and transformations.



(Right) Arrows only let you pass one way, creating additional complications. **(Below)** The intro sequence shows how Morph was copped by the professor's machine.



Millennium, £25.99

Remember the days of Morph? That little Pastorec fellow who amused many a child between Tony Hart's patronising ad breaks? Ironically, this new title has no connections with the clay-baked one, but this is no bad thing, as Morph is very original and entertaining in itself. Professor Kwankepot, laboratory chief, invention is quite mad. But, after weeks of slugging at designing new machines, the prof has upon a remarkable discovery: teleportation! Pleased with his latest creation, Kwankepot invites his nephew Morph — Morph to his hands — to come and witness the teleporter in action. But disaster strikes: the gathering as Morph becomes so beset with the machine that his expertly jumps onto the teleport platform. One break (all of lightning later) and the young lad changes into a mass of transforming, indestructible, able to take the shape of various states of matter. Not at all perplexed by his new appearance, Morph volunteers to reconstruct the teleporter which, courtesy of the lightning has exploded. Your task, then, is to guide Morph through four levels, plugging up the pieces of teleporter — it's his only chance of returning to normality.

A time for change

Morph can change into four states of being: Solid — a heavy cannonball; Flexible — a rubbery snake; Liquid — a sloshing glob of water; and Gas — a floating glob-like



RPH

FULL PRICE REVIEWS

■ (Below) Morph runs out of transformations — he only has a limited number of these for each level.



state. Each one is affected differently by the many everyday objects that litter the arena. Spaces, for instance, burst Morph Flexible, whereas Morph Solid can run over them without harm. Of course, this paper, scissors, stone method works for and against the different states. Morph Solid will instantly sink in water, and yet Morph Flexible can float.

It's all a case of applying the correct meta-morphic transformation to each situation. Swapping between them is simple: just think to an easy control method. To change shape, line is pressed along with one of four joystick directions. It's not all easy going though — as Morph has a limited amount of transformations per level, and if the amount (designated in the status bar) is exceeded, Morph's stone go useless. Extra power transformations are obtained by collecting stars, but even though these keep Morph flexible the level can't be properly completed if more than the prescribed number of changes are used.

Flexible friend

The idea behind Morph is unique, and it's good to see these original concepts put into practice to make both an interesting and highly playable arcade/puzzle game. There's so much more to do than what first meets the eye. Keys can be

found to open doors, switches linked to activate devices, traps collected, and stopwatches grasped to freeze the time limit a light two minutes per level.

Graphics are both clear and detailed, with the four states of matter reacting differently to the various traps. They turn a little clunky at best, plummy responses — the big and all done with humour and style.

Each level has six levels, which may not sound much but the large job and fairly difficult solving ensure it's not one to be finished in a hurry.

Eventually, the difficulty could prove to be Morph's downfall. At levels, it's very tough and although this is an essential element of addictive puzzles, you learn can only take so much before logical thought develops into frustration. This isn't helped by the absence of a password system, and getting through the 24 lengthy levels is no mean feat. Thankfully, you've infinite continues and have the option to test any of the four areas, so it isn't too bad. And anyway, what a puzzle game without some headbangers? It's the essence of fun that matters, and Morph is overflowing with it.



TIP TIME! You can go into the heaters and freezers more than once, eg to change from a solid ball to a gas and vice versa.

Good level design is the name of the game with puzzles, and Morph benefits from some beautifully puzzling layouts that it really have you scratching your head. Often you think you've got it solved, only to realise you're stuck in a glass without the necessary transformations. This could have been frustrating but for the 'glass' transition motions which allow to at least see more of the level without being able to complete it — a really good idea. Morph looks so good on a plays, too, with bright, colourful graphics and some very amusing animated 'death' sequences. It's a polished puzzle that's a bit of fun to play. I reckon we'll be kept busy doing tips on this site in the next few issues.



**MORPH
MILLENNIUM
£25.99
1 PLAYER
PUZZLE GAME**



■ Polished and extremely playable. Could even convert non-puzzle fans.

87%

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RICH PICKINGS



WOODY'S WORLD

■ DMI, £25.99

Woody's World, Woody's World, party time, excellent! Okay... Apologies for the poor-quality opening gag. But assured, this game has absolutely American heartings: the star of the show is Woody, a little elf who dreams of competing in the next elite Olympics. A dream that's in serious danger of going south the minute he sees the magic crystal which protects the land he has been told.

In his hour of need, the long-suffering young Woody to his palace where he explains the terrible state of affairs to our elite friend in hope that he might utilize his wizard abilities to retrieve the crystal and restore peace and tranquility to the once serene kingdom. Listening only vaguely to his Majesty's tale of woe, Woody's thoughts lie firmly on sporting glory: the elf-like fellow accepts the challenge and sets off on his adventure. An adventure that'll take him through 60 levels of mazes and platforms, not to mention rooms of nasty creatures out to foil his progress.

Woody blocks

At first the only way Woody can dispose of obstacles is to jump on their heads, but various add-ons can be found to enhance his capabilities. These are revealed by jumping

up and hitting certain blocks (shades of Mario). Unlucky you only gain a single bonus but sometimes there's a star which can be thrown at badies, and it accepts which transforms our hero into a griffin, making him faster and able to execute a useful kick. The most powerful collectable is the crown which turns him into a king. The now regal one can then run faster, jump higher and obtain a limitless supply of throwing stars. Another bonus is that he can now enter the three rooms dotted around, to collect even more stars.

This is the first commercial release by a programming team previously known for their PD work, and borrows heavily from the Mario series. Something is exceptionally smooth and graphics copy that of a little band. Unfortunately gameplay simply doesn't match up. Bouncing rather than the speed of any, Zool or the addictiveness of Tronix, the game seems a bit characterless. True there is a lot in there but it's been stripped with a very cheap price tag for the enjoyment it offers. I can't see many people finding the patience to sit and play through to the end when playability is so limited.



TIP TIME! Experiment with jumping into walls to find lots of secret passages.

Up there is me, another platform game that looks like it's suffering for a cause. Unfortunately it would be missed just as badly on a cart as on the Amiga, as its entire structure is just so jaded and fettered. There's little left in the game to improve on but Woody's World makes no attempt at generating sparks of originality. Consequently each level looks so familiar — surely there's some other way to gain points than collecting gold coins and hitting hovering blocks! Its references are so obvious, Woody may as well be killed off in blue spikes and daggers. As it happens the sprites aren't bad, but spoil by pathetic backgrounds. A lack of detail in many areas. Woody's World is ideal budget material, but for a full-price release, it's a bit of a let-down.



WOODY'S WORLD

DMI

£25.99

1 PLAYER

ARCADE ADVENTURE



Original and not very addictive — get Superfrog instead.

58%

The game seems a bit characterless

...And I think to myself, what a wonderful world... Well, as a platformer, Woody's isn't as polished as Superfrog.



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RICH PICKINGS

■ Fast and cheap at the inn (flight) or inn characters (bottom-left) for combat against bandits (the row).



A1200 ISHAR LEGEND OF THE FORTRESS

■ Silmarils/Daze,
\$29.99

When first released, interrelated fantasy roleplayers with its innovative character system and naturally atmospheric, but also infused with needlessly frustrating flaws. Almost a year on, the game's been updated for the A1200, offering a perfect opportunity to correct these errors and create one of the best RPGs ever to hit the Amiga. Silmarils grabbed the opportunity with both hands, both step through their fingers and turned up the graphics instead of the plot — and it's the plot that's the problem.

Unlike most RPGs, you start the game with a single fighter and recruit other party members as you find them. There's no character generation stage. You can recruit up to five people (including the fighter) and dismiss anyone who's not pulling their weight. Again, drawing from RPG tradition, the characters don't always get along. Besides, for graphics, don't the stress to recruiting them that of a recruit is a recruit for disaster. This is a great rule, adding a whole new dimension to the combat system. Look out for the recruit's combat level too, which falls and rises from time to time (depending on the recruit's level of fighting, etc., as advised in the "recruit" found along the way).

Subtle shading

© 1992 Silmarils/Daze. All rights reserved.

graphically, the graphics are little short of amazing. The extended colour palette means the trees look like trees and not painting-by-numbers interpretations. The clouds are whiter and moodier, and the rain effects — wow! The 50-160 screen also boasts improved sound and a faster running speed.

As stated earlier, the original version of Ishar contained two major flaws. Firstly, the on-screen map is terrible. An ornate-styled brown screen, leading your path around the land of Kendorin is like wandering with a piece of sand that paper (recognisable landmarks are few and far between, too). A full-colour map as part of the packaging or an auto-map facility using far more would prevent a lot of maping around.

Secondly, the combat system is fun but limiting. Like *Abandoned Palace* II, you have to click on an

icon to make each character attack, so in effect they're doing it in turn — a 'turn-based' attack icon that allowed every available member of the party to attack every available enemy. I don't appreciate being told by an invisible creature either.

But for these two flaws, Ishar could easily beat any other game out there. You just have to wait for that happens!

TIP TIME! Follow the four to find a bridge (see me in Kendorin's corner).

© 1992 Silmarils/Daze. All rights reserved.

Amusing flaws spoil the original Amiga (and it's disappointing that they haven't been corrected for the enhanced 1200 version). In fact, not a lot's changed at all apart from the obvious graphical tweaks and a slightly faster running speed. Finding your way around the landscape is still a problem as the dog-eared map doesn't even show your position. Another major annoyance is the way you can be attacked by invisible enemies, often losing characters before you can escape. It's a shame the combat system wasn't changed altogether, really, as clicking on attack for each character is too damn simple — whatever happened to the overhead strategic combat used in earlier versions? If only such bugs were had been corrected, Ishar could have been a great game. **B**

ISHAR — LEGEND OF THE FORTRESS
SILMARILS/DAZE
£29.99
1 PLAYER
ROLEPLAYING GAME



■ A potential world-beater let down by a couple of flaws.

74%

A1200

FULL PRICE REVIEWS

TRANSARCTICA

■ **Silmarils/Daze,**
£29.99

Call me a transporter if you wish, but I like this game. No, really, I do — its combination of 3D-style trading and 3D-style adventure makes a fine change from alien shooting. Though not without faults it's certainly on the right track (ouch — 80¢)

Set in a self-induced ice age, the Earth is a constantly frozen planet surrounded by a thick cloud layer — the Sun hasn't been seen in centuries. The aim of the game is to discover as much as possible about the disaster that killed Earth, and if possible reverse its effects. Secure —

the powerful Viking Union, a huge conglomerate that controls the world's energy (and the only source of communication) will do everything in their power to stop you. Starting a track, you begin your long journey, profitable trading keeping it on the rails while you explore the frozen world of the Sun.

Transarctica boasts some stunning static graphics, although few are interactive. The rest of the game lies in building up your train, maintaining trading links with various settlements, and discovering more and more about your planet. There are many functions to explore: trading zones, industrial centres where you buy resources for your train, mammoth hunters (basically), and a whole lot more.

Enemy lines

It's not all trading, however. Viking Union trains try to blast you off the tracks — you did stock up on soldiers, mammoths and artillery weapons, didn't you? Long journeys require lots of fuel, so keep those tenders well stocked, and you'd better get a greenhouse wagon to provide fresh food for the crew too. Certain routes are blocked by forests, fallen bridges or sabotage. Have you enough rails, curves and connections to clear it? If not, you won't get through.

Viking Union trains try to blast you off the tracks

The game isn't without its flaws. Despite some outstanding graphics, you spend most of the time looking at the least exciting screen in the game, and abusing the train (prodding, boiler pressure, feeding coal, and so on) becomes a cool, and costly distraction. Being resource-hungry is really annoying, and its look-and-poke is enjoyable. The visuals (static sequences are a little too fast back, head stuff), but you can turn those off if you wish.

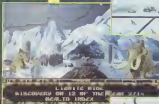
Aside from the improved sound, graphics and running speed, there's nothing new on the A1200 version. If you've got the game (and an A1200 already it's not worth upgrading, but it's a worthy purchase for strategy fans who missed a first time around).



TIP TIME! Carry game info around to mind page in the track.



■ Transarctica's one of those games built for to play without getting you truly engrossed. The main attraction is to achieve trans-bertha objectives: I like an absolute age for your addi addition to move across to the other track, then work using its many weapons to eliminate the game and elements — what happened to the A1200's superlative speed? It's a pity the reader doesn't have a live accelerator like the main game's. With this, working around the rail network, trading in such static commodities as mammoth dung, is an enjoyable pastime. Any A1200 enthusiasts are purely curious, but then this game style doesn't really demand 50¢ of your money — I still long for a game to use the machine to the full. Though a good game, A1200 Transarctica is simply jumping on the 'slightly enhanced version' bandwagon. ■



■ (Above & below) The scrolling map screen shows tracks, tunnels, bridges and cities.

■ Extra krypton can be obtained from one of the many mines discovered, but you need slaves and mammoths to haul it up to the surface (above).



- **TRANSARCTICA**
- **SILMARILS/DAZE**
- **£29.99**
- **1 PLAYER**
- **STRATEGY/ADVENTURE**



■ An interesting combination of two game styles that works pretty well.

78%

RICH PICKINGS



■ **Global Software,**
£29.99

Averton, eh? Don't you just love how I can remember when they consisted of succulent bits of, well, you manipulated your environment by hitting those sometimes fat, OBT SWAPS or CLIMB SCHEM? There were graphic adventures. Obviously the same old soft-core illustrations, but the release of the 16-bit computer brought an instant transition from mouse-over-point-and-click to mouse-improvement? Definitely! You decide, but there's one interesting tidbit that will never change: a good game MUST have strong social purposes. And the designers of *Support Sales* have hidden very thin gamingly behind excellent educational graphics.

Myriad factors in many cases: Economy, connected infrastructure, in case. Before starting, you should have a plan.

"The heart game is the

Unfortunately, the game as a whole doesn't live up to its huge potential. The user interface is nothing short of a disgrace, with its clumsy clicking and limited options. It won't even let you drop an object! To leave a location you click on the screen at the top, and

Far enough, but it most guarantees the pointer changes, drops in some way to indicate it and that's not true — the proposed to keep locations by mistake. It doesn't change when the disk is using accessed either, it only live that leads to using 40 billions.

Cervantes [View more articles](#)

strange. Niagara Gorge really isn't too far from its place in fiction: it is the picture themselves—they're just too obvious. Worse, you stay Dingo, one of your first tasks is to go to a door in a museum by passing buttons in a set order. But by what I can't imagine, that's the only way of finding the correct combination in that case. When you're asked if you enter a museum, there's a place and find you can fill in the picture except one. Compare being told to look for them, the only way of getting it is to destroy the subject by abusing emotion, and to say it all, the solution isn't even logical.

As states evolve, you start with very little idea of what you're supposed to be doing. This isn't a bad thing in itself, but you often misinterpret objects and spatial locations simply because they're there. You haven't a clue why you need the aforementioned museum exhibit, but you need to solve a problem to get it done.

it means too much. This destroys all sense of freedom and leaves you in no doubt you're walking the path the government intended.

hippopotamus boasts nice serifing graphics, humorous animation and some excellent concepts—enhancing features, but the heart of the game just isn't there. I look forward to Synesky's next offering, though — there's no reason why it should fail to be a winner.

TIP TINDER! The code for the magazine cover is 60987-24.

■ Excellent graphics do not a good game make, though they do feel most of our credit. Very decent.



- NIPPON SALES
- GLOBAL SOFTWARE
- CIP-99
- 1 PLAYER
- ADVENTURE



The heart of the game just isn't there



■ A. Interestingly, speed games like the marathon, last every year, and are usually

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CHAMPIONSHIP MANAGER '93

■ Domark, £25.99

Here we go again. I thought as this one played its way onto the hallowed turf of the FODGE office, three data-mad heavy by the weight of Immersible Squares, stats and odd ratings, Manager games got a regular run-in the A-Team, as we fought to bring our top players to our respective knees, and of 'The Championship Manager' begins, with the second, third game, that... etc. Happily adding more realism, you can create your own team, or take over a real one. I installed the software, and found myself pressing for what was to come. I was so into it I got a dozen letters for all current club players in the league plus career records. The Championship Manager '93 was designed by a player, not a programmer.

seems odd sleep to day the best. I thought I'd left all that behind me along with my beloved Space Invaders RIP.

So, having made a cup of coffee, wandered aimlessly deep in thought and finished off the last of Friday night's curry I finally set down to begin my career in a body-sports.

Matches are shown by a screen with three fluctuating bar graphs

Manager or mouse?

The game is perfectly mouse-controlled with menu panels, bringing up spread different screens. It has the level of detail in the graphics like that of a managerial. All data is accessible, domestic and

international, and includes a detailed breakdown of every player's performance. As any football fan will tell you, the Anglo-Raid cup. Let to four league team games can participate, which really pulled this from a Managerial game.

made quite into financial details than buying the star player in a knockout prize is highly gratifying. A comprehensive fan who system not only adds you to approach English league players, there's even a continental market as well. The easy-to-use tactics screen offers a vast number of different formations and strategies allowing you to make best use of players with minimal tweaking around, without fiddling around can be quite fun as there's so much to see.

Matches are shown by a screen with three fluctuating bar graphs representing defence, midfield and attack. At any time during a game you can bring up the match-wide screen displaying how individual players are performing, from how just a few the action of making tactical changes and substitutions. All players are given a range of positions in which they're to play—putting them there means their performance will suffer accordingly.

CMS has a lot to do in the speed. Long gaps between matches of the relevant date is expected. It's got to be your view. Overlook the one of the only computer games to be types in a series and time should say so.



TIP TIME! Detailed is limited team and player transfer players locally of the Championship Manager '93 on a daily basis.

Friendship from
Old Trafford

Ballister Show the yellow card

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I first saw Championship Manager when the two local programmes paid a visit to the then ZDAFT Office. Even though it needed some tweaking, I was immediately impressed by the painstaking attention to detail. No other management sim offers such comprehensive player statistics and match-by-match characterisation, up a real local player may fall out with the manager. The '93 update offers even more realism than before, adding foreign players, player scouts, managerial job offers, updated team and player lists, to name but a few. Perhaps the game's only weakness is the match representation—just a few minutes for defence, midfield and attack power—but the real-time statistics have been improved by a better match atmosphere. At the end of the day, the engrossing playability remains it's top of the league of body managers.



CHAMPIONSHIP MANAGER '93
■ DOMARK
■ £25.99
■ 1-4 PLAYERS
■ FOOTBALL MANAGEMENT



■ The most detailed forty manager personal just got more complete!

85%

GOING

Hey,
it's summer!
The time of
year when love
is in the air, the
AMIGA FORCE crew
down the pub, and
the smell of dog
-pee and mowed
grass lingering on
the breeze. If you
can't stand the sun
or smells and prefer
to play on your
Amiga, perhaps
you need to see
some PD?
JAMES PRICE
tells all.

ASSASSINS
#71

■ Roberts Smith DTP

The Assassin's Guild are becoming a prominent figure in the action every month, there's something new laid usually courtesy of Roberts Smith DTP. Nevertheless, the quality of at least one of the games on each disk is high — so who cares!



Assault is the first offering, based on the board-game design. The board that the game's played on is divided by a mixture of boxes — either blank or numbered. On the right-hand side of the screen is a collection of shapes for both players (be they human or CPU) to place on the board. Any numbers underneath are attributed to the person responsible for covering them.

Of course, if you could place these varied shapes on the game surface at any point, things would be too easy and ultimately pointless. Therefore, any piece deposited must connect with another, meaning intelligent and careful play is required to beat any computerised opponent — such as the built-in CPU.

SOCCER
CARDS

■ Roberts Smith DTP

Soccer games make the mistake of passing the useless or original and entering the ridiculous. Soccer Cards manages to fit all three bills, and it's a genuine Amiga vision, Hailsgate!

The gameplay itself is contained within a typical English FA Cup competition, the most curious aspect of this being that the programmer is Ashford Peaslee. His distance from our sunny shores, he's managed to include the standard club (even non-league) to premier division and has devised a strange method for them to reach victory. Later you're placed two teams in control for three if you're a friend (playing) you're



Assault plays like the classic board game, and I've no doubt will attract a more mature-minded gamesplayer, leaving your typical joystick (and/or whatever that may be) alone cold.

Speaking of classic, it was inevitable that I'd get to see an Amiga version of Rushmore at some point — I've bought the long-awaited title Rushmore levels (due to the pen-and-paper original from the plastic and paper computer version). After playing your



PUBLIC DOMAIN

that direction. Without any kind of objective, this would become rapidly tedious — and for your further entertainment I give you a **STAR Trek**. Start your camcorder, picture gel into the path of these innocent victims (making sure his mouth is on target) and humm! the big-toothed one has a snack. It's different I suppose, but I can think of better ways to pass the time. — *Shark's too basic to be that enjoyable.*



start where shooting the offending robots is essential to your survival. Sadly, questionable cartoon detection makes a mockery of the clever effect (I've not seen this attempted before) — unless you've the patience of a saint, you'll be waiting for that next header than wrap faster now — even if the original ratings bore it...



your control, different classes of ships can be purchased to help you overthrow your opponent. For example, a scout ship would be fine for charting new planets (and speedily with it) but utterly lacking in any attack or defence capability. This is where the frustratingly named Dreadnoughts come in handy, although they're almost painfully slow at interplanetary travel. The ships in between have two other compromises: for example, a cruiser could offer defence should its home planet be attacked and yet still rush to the aid of another of a few speed. While none of this will get the world aghast, LOC is a fair effort, though arguably not worth the asking price.

Shark is a mouse-controlled game requiring the player to click on the screen to send their ships in



space. Oh, given you'll say, and shortly afterwards, you'll need your Amiga to load **Star Trek** — *The Action Game*.

Even though this won't literally bore you over, **Star Trek** effort is not too bad (the start I've seen before now has been awful) but it's a limited shoot-'em-up at its best, and an annoying one at that. For instance, there's an isolated belt near the



ZALYCON ■ Roberta Smith DTP

Before I go any further, I'd just like to compliment the people responsible for Zalycon's music score. While it's not really my kind of listening (I prefer something a little more upbeat, like *Infidels* or *Terminal*) it's still far better than any other I've heard to date, with the exception of *Crash* due. It also complements the excellent presentation, even though most of it's tied to the rather contrived plot. The interval arguments are possibly the best I've enjoyed exploring what's at stake for the next stage (which isn't very much). Zalycon may come on two disks, but during my four or so hours I found little enjoyable action. Technical wizardry, yes — the speed of the scrolling during the final level dodge-'em-up is great — but unfortunately, it's not enough to save the inept gameplay from turning off game enthusiasts moments into the second section (as predicted). Move *Supercoder*, get it for the presentation and technical who knows, maybe you'll disagree with me and love it to bits?



PUBLIC ADDRESSES

ROBERTA SMITH DTP

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Name _____
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My local cinema is a (UOI, Odeon, MOM etc) _____

AND IT TAKES YOU ABOUT 10 SECONDS TO FILL IN

When you see the latest animation in Delphine's latest action adventure *Flashback*, you can understand why they call the programming technique Cinematique. The graphics are so good (and the best yet of the Amiga), it really is like watching a movie — only you're the star! In this action-packed epic, only now released in the UK by UOI (UOI), you play the lead role as a scientist trying to escape from an alien planet. Your character has an incredible number of beautifully animated actions: ranging from picking up and manipulating objects to jumping across gaping chasms and shooting seven shades out of the battles. It's a mesmerising mixture of logical puzzles, interactive storytelling and full-on action that'll keep you hooked for months and months.

In fact, it's so involving you'll probably need to take a break every so often (if you can pull yourself away from the screen). And what better way to relax than see how the professional screen heroes and heroines do it? Yes, the lucky winner of this competition will receive £50 worth of vouchers for their local cinema, enough to take approximately 16 films! In addition, ten runners-up will receive a UOI Gold goody bag, packed with games, CDs and posters.

All you have to do is unscramble the names of these three well-known movie stars:

FORCE mail

CHUCK THE CHEATS

Dear Phil
I think your response is fantastic. Since I've read issue 31 I have noted the newspapers each month for the past issue. I think you should cut down the number of Cut-Out 'N' Cheats. Really what use are they? I think it's silly to fill the mag with cheats when it's already got enough of them. Keep them but show only some of them. Add some of the

Welcome to the brightest and brassiest letters section around. As you can see, we've expanded the Tipz Bits section to run along the bottom of these pages. Next month there should be more room, and if we receive enough Tipz Bits it may even get its own section. In the meantime, keep sending these letters to **FORCE 3 MAIL**, **AMIGA FORCE**, Impact Magazines, Luttrell, Stroudshire SVE 12M. As an extra incentive, there's now a prize for 'Letter Of The Month'!

If you give it 10% and you say "There are more interesting things to be found down a sewer?" Well, Doc Doc you say the same thing but only give it 45%. Why is that?

One more thing, I would like to know is, [and I know I am the only one who doesn't know this] but what is a Replay? I would really like to know, and where would I get one from?

Apart from your little mistakes you have a good magazine, and a nice cheap one at that. Keep up the good work.

William Evans, Carmarthen, Gwynedd.

■ Sorry about these mistakes, but nobody's perfect (apart from Marlene, our designer — or so he claims). Obviously, the comment underpins that Stroudshire rating is the wrong one — it should read "not quite 'Yes Darumbel'" but a good arcade adventure with a great animated intro."

An Action Replay Mk IV is a fantastic device that plugs into the side port of old Amiga 500s, though sadly there's nowhere to insert it on

an Am50. Available from Data Electronics (0792 744524) for £29.99, it can be used to input joystick events, pause (for the once you printed), it can also show down the game action, and grab 8PP pictures and sounds from some games.

Phil

NEXT IN LINE?

Dear Phil,
I have recently finished reading the May issue of **AMIGA FORCE**. As I expected it was excellent. The long bit reason for me buying the magazine. The part which I enjoy the most is

the magazine is the reviews section. This is why I am writing to you, I can't read through the magazine I can't across the review on *Historyline* 1994-1918. What interested me was at the end of the review, Phil (the reviewer) said he couldn't wait for the next installment in the *Historyline* series. I am a great fan of *Historyline* and *Battle Isle*. What I am wondering is, what is the name of the next installment, when will it

CUT-OUT 'N' KEEP

Dear Phil,
I am writing to you about a letter you had in issue 5. I was saying get rid of the cheat cards and it was written by Mark B. from London. I disagree with him completely, the cheat cards have helped me as much as I do. I do agree that if you cut them out they'd be a pain in the neck, but I don't say you have to cut them out, how does it?

Also I would like to comment on pages 6 and 30. On page 6 in the 'Zool' Cut-Out 'N' Keep, on the 10th line you have made an error of cutting off twice. On page 30 with The Simpsons, why



Birmingham's Andy Jones turns his hand to the **AMIGA FORCE** page — he insists he didn't use a scanner.

TIPS BITS

As requested, the month Tipz Bits gets bigger as we can print more of your tipz queries and answers. If you're having trouble with any Amiga game, send us a note detailing your problem, and (if we can't solve it ourselves) we'll print it for another reader to (hopefully) solve. Send your questions, answers and daily tipz bits to: **Tipz Bits, AMIGA FORCE**, Impact Magazines, Luttrell, Stroudshire SVE 12M.

ZOO!

■ We have been trying without success to update the 'Zool' Cheat (Issue 5, page 71) to get into different levels of Zool.

Our machine is a new Amiga 600 but by so, as night your instructions will not work. Why?

This is the second of

your magazines we have bought and the first 'cheat' we have tried, and to be honest it does not give us much confidence as to the content of the rest of the material.

K. Flowsley

■ Oh yes of little faith. Kevin Kain/Kain/Kain (I do wish people would use their first names). The Zool cheat must definitely does

work — we couldn't have done issue 5's magic maps out if it's got through it once more. On the intro sequence (the bit where Zool hangs from the game logo) type in **GOLDEN** — the screen should briefly flash blue to indicate the cheat mode is working. Now press F1 to select World 1, F2 for World 2, F3 for World 3, F4 for World 4, F5 for World 5, F6 for World 6. You can also press 1-5 to choose which level (or that world) you start on. Now press five to start on the selected world and level. During play, press 1 — for a cheat, 2 — to stop to the next world, 3 — to skip to the next level, or 4 — to leave it.

FANTASY WORLD DIZZY

■ I have compiled a partial Fantasy World Dizzy guide for Andy Arch of Warwick

(Issue 4) and anyone else who may find it useful. Here goes!

Collected the bread and butter, you have to use on the flames. Pick up the basket and jump up to the platform where the rat is. Drop the bread in front of the rat and wait for away. You can jump up into the next room then jump onto the rat for a full 1000 and you will find a lever. Pull it and the platform (bottom left) will move up and down. For now ignore this and jump up into the next screen. Jump over the gap to the right and you should be near a table which you can leap over. Walk on as far as possible without falling off the table. Jump left and right. Just make it always jumping all you find some stars. Just above here is a really hard pick it.

Now go all the way back to the porch and walk through it. You get in the Amusing idon. Drop what you're carrying on the roof of the

assured you do not have like 10% for their rating. I think shouldn't be put in the magazine. They're a disgrace to the Amiga.

Christopher Bennett, Falkenstein, Kent

■ I don't understand your criticism of our reviewing poor games, surely we have a duty to inform our readers to avoid such titles and not waste hard-earned cash?

As for what you say about Cut-Out 'N' Cheat, many readers say it's their favourite column.

Phil

Be interested and what is it about?

I hope you can answer my question as I enjoy playing strategy games and need a new one to finish.

Jonathan Kilner, Reading, South Yorkshire

■ Blue Byte say they haven't yet determined what historical era the next Historygate game will be based on. The good news is that they'll shortly be releasing Battle Isle '92. Moon Of Cheddar. Not to be confused with the forthcoming sequel, '93 is an interim product to keep Battle Isle fans happy. Selling at the lower price of £29.95, it'll feature 25 two-player levels, 4 one-player levels, new maps, new music, new units and animated sequences. Watch out for a full preview soon.

Phil

CHOC-ICE AND CHEATS

Dear Phil,
I have been a reader of your mag since the very first issue, and cut my cheat cards out of every issue. Sadly while desiring for a ice-cream van, they tragically split out into a puddle and were all ruined. Since buying or paying for games featured in the Cut-Out 'N' Cheat section I have wondered too I could get help of all these

useful pieces of paper. I wonder if anyone who lives in Cheddar would like to sell me them?

While playing a game in the last few days a system restart came up saying "This is the disk in device d0." I am not entirely sure what the means and wondered if this was a vital or a fault in the disk. Is there any way of recovering those programs, really and cheaply?

Simon Griffin, Cheddar.

■ I several games are doing this, there might be something wrong with your drive — it may need defragmenting. However, if it's just the one game that's not working, you should be able to send it (with the diskette) back to the software house and ask for a free replacement — most companies offer this service.

Sorry to hear about your cheat cards — can anyone help?

Phil

REISSUED ISSUES

Hello Amiga Force,
Clay, so issue 1 is sold out, and meanwhile those of us who do not have that issue are itching for an on some good game tips. Problem solved. How about sending one page per future issue to reprint cheat cards etc from issue 1?

At the best

James Laird, Falkirk

Dear Phil,
Could you please let me if you have any back issues of AMIGA FORCE? I have just bought issue 5 and I wanted to congratulate you, to say what a superb Amiga magazine it is. I would be grateful if you could send me details on the back issues, eg issue? I look forward to hearing from you.

Nick Owen, Dudley Heath, Kent

Dear Phil,
Congratulations on your excellent magazine. I have got issues 2, 3, 4, 5 but missed issue 1

Sorry! I think that your Cut-Out 'N' Cheat cards are really good, so don't take them out of AMIGA FORCE.

By the way, I don't really like the Going Public pages. I find they are boring.

Please could you get Oliver Fry to draw a poster of Desert Drive as I love that game and

ACTION REPLAY

Dear Phil

After investing in an Action Replay I found the poles you print a real problem, as trying to work them out by myself takes ages. If I can find them all I'll thank you.

Intertek I can buy to help me use the Action Replay, as the instruction manual is way hard to understand?

As for your magazine it's the best value for money around and I love the format especially all the best cheats etc. but please please, please can you give some cheats or tips for Myth II System 3 as I can't get past the valley of the kings and it's driving me nuts.

Keep up the good work.

Martin Webb, Macclesfield, Cheshire

■ Did you liked the poles — we hope to print some more soon. Sadly there is no Action Replay guide that we knew of and, but some of the Replay's advanced features are only really for accomplished programmers.

I haven't got a cheat or pole for Myth, so if anyone out there does, send it in!

Phil

and go all the way back through the portfolios and across to the the snappy grey gate when his mouth is closed, jump on it and over the gap then collect the boulder. Go back to the Amusing a then and walk in. Gully get the boulder and let him get you! On your next life, get in front of him, drop the bomb and push back up. Wait, then leap over. Proceed left, wait for the bird to get to the right. Then go. Drop the boulder in the water by near the bridge, then leap across. Use the pole from Dory and carry it over the gap and check it on the dragon's head. Phew! Finished.

Dave Marsh, Darwen, Lancs

■ Thanks for all that, Dave. It's exactly what we wanted!

DALEK ATTACK

■ Can you please help? Are there any cheats for Dalek Attack? If I don't have infinite

lives soon it's going to be the bin.

Mark Southam, Sutton, Preston

■ Don't think if it yet. Mark. The cheat for Dalek Attack are printed in AMIGA FORCE 4. For immortality, during play type in ROGER MOORE AND OLIVER REED WE'RE NEWER GOOD SINGERS (including the spaces between words). It'll shoot down 1 work, by substituting JAMES BOND for ROGER MOORE, or swapping the names round. Watch out, though the Doctor can still die from a long fall.

LEMMINGS 2 ■ RICK DANGEROUS II

■ On Lemmings 2. The Tokens how do move all the caterns and caterns on

various levels? Please could you tell me how you do it, because I've been trying to find and waiting most of my answer. I've tried it on the practice level. Is it yours?

Mark Scherwell, Barnham-on-Ore, Essex

PS. When can you find the token in Rick Dangerous II (you know, Rick's Transformer-like thing)?

PPS. Could you do a player's guide on Lemmings 2 or a Lemmings 2 Update?

■ Eh? You don't need to be arrows to move those caterns and caterns (Mark) just click on the on-screen arrows on the platform underneath the device to move it left or right. Fine anyway, though, the Lemmings 2 manual doesn't even mention it.

Our complete Rick Dangerous II maps in Issue 4 show the exact location of Rick's bike (that's only

one) on Level 4. Basically just make your way down through loads of screens until you get to a 4-4. Go down in that and you should see the bike on the very last screen, where you can ride it safely down to the bottom corridor.

INDY HEAT ■ FINAL BLOW ■ BLUES BROS ■ SHADOW DANCER ■ ALIEN BREED '92

■ In the Indy Heat manual it says the CPU is the best stuff but they don't — all you have to do is get your engine and map up to full and you don't have to pit when everybody else does. So you lay them 2-3 in that.

LETTERS

I'm going to get it. I buy our magazine every month, but don't store cover dates on the front of AMIGA FORCE. Day get on my nerves!

Bate Doreen, Huddersfield, WestYork

■ There are just a few of the letters piling up for back issues. So you'll all be glad to see the new regular back issues section (on page 32 this month), where you can order any issue, including the elusive #1!

PH1

CHEAT REPEATS?

Dear PH1

I have read your magazine since issue 3 although I missed the first issue (where) I have enjoyed reading it. I adore the Cur-Clut in Cheat cards, but I wish you would stop repeating the same cheats all the time. It really annoys me when I want to know them out but I can't. I've been waiting for a cheat on Double Dragon II. Also, could you get the poster on its own—not with writing on the back because when I want to read whatever is on the back, I can't!

Adam Morris, Wales

PS: The cheat for Grumpy on The Addams Family didn't work, so could you put the cheat in the next mag please.

■ We don't usually repeat cheats, the only instance I know of being the Ugh's codes—we've previously only printed some of them, as we decided to do the lot. We haven't got a cheat for Double Dragon II, so if anyone knows one, please send it in. I know/mistake your magazine (by giving posters out) is annoying, but obviously reviewers don't want their ads on the back of posters, so we have to use it for editorial material. The best idea is to send the best before you take out the poster!

PH1

The Final Blow up only works on Level 1 of the computer tournament, and requires an exclusive joystick. Simply press the exclusive button down and pull diagonally down and right and the computer opponent only gets a couple of punches in. The rest does part of you occasionally, but you just get stuck right back in there.

Daniel Reid, Wyrth, Northumberland

PS: Do you have any cheats for Shadow Dancer and Stone Drop? (The cheats for Alien Breed) SD didn't work, so could you tell me exactly when to type them in?

■ There are those two tips. Daniel: You're requested in Rocky Horror guide, so I hope you like this issue. The cheat for Shadow Dancer has been printed in AF#2, is this, simply place the game and type GIVE ME.

INFINITE for infinite lives

WOOLLY WIT

Dear PH1

I have bought every issue of your magazine. I have read through No 5 a few times now, and I wait with bated breath for No 6. As to your reply to Craig Turner, why not change it both? Poles II Mail to 'Bag Of Wheat' (I don't mean to sound cruel) as this is a great section—it's just another pun! Or you call it Force Mail, because every issue seems to think that's its name anyway.

(By the way, I am a dwarf)

Haroon the Sheep, Newton Abbot, Devon

PS: I hope my letter has not bored me (I don't want the sheepshead completing again)

■ How about 'Tribal Sauce'?

PH1

BEST BUY

Dear PH1

I have bought the first four AMIGA FORCE magazines and I've always looked forward to reading every issue.

As an Amiga owner I buy all sorts of Amiga magazines, but the best one I have bought yet is yours, AMIGA FORCE. I also plan to buy your future issues because they are cheap and a very good read.

I hope your magazine stops the best buy because I think it should. Oh, and one more thing, your magazine has good comps in it as well. I have ordered the Cur-Clut one and I wish to order more.

Mr P Zakrawski, Treden, Leeds

PS: Will you be publishing cheats more regularly as you said you would in issue 4 of AMIGA FORCE?

■ Thanks for the praise, Mr Z. Our aim is to provide the best-value-for-money Amiga mag—and that means no spiffy coverblasts.

You'll be glad to know that the Gallup charts are now a regular feature.

PH1

The Stone Drop cheat (page 14 #42) is obtained by typing HOULD on the selection screen, then 1, 2, 3, 4, 5 or 6 for the desired level. On Alien Breed 'at', you need to find a computer, log onto it and type in the codes (you don't have a cursor, so you can't see what you're typing on-screen).

THE ADDAMS FAMILY ■ THE SIMPSONS ■ LEISURESUIT LARRY III



■ Type CONABURIDA on the title screen for Infinite lives. To get rid of the bird on Jeopardy (Springsteen's head), buy olive rocks from the Novelty Hut and shoot it.

Now I hope that somebody will be

able to help me, but with my powers First off, how do you exit Level 1 in the Addams Family? I finally managed to kill the end-of-level nasty only to find a doose door that I cannot pass.

Finally, LeisureSuit Larry II has been giving me crap for the last three games! How the \$1000 do you cross the rope to get Personality Parts to the other side of the canyon in the jumper? She gets halfway but then falls off because she can't hold on any longer!

Please, please, please please can you help me?

Sean Ray, Milton Keynes

PS: How about spending Top 50s to a whole page?

PPS: The level codes you give for Thunderblade on one of the cheat cards were actually for Thunderbolt!

PPPS: Yes, please do print the next level traps for Slapmaster!

NOT-SO-SUPER SONIC

Dear PH1

I thought I'd send this to you it's what a third and I cooked up about console heroes Sonic and Mario. We have also compared them with Diddy.

1. Diddy does not spend hours doing up his image, unlike a cruddy hedging with a blue-die hair oil and red paint (boots, or a jet-bellied t-shirt with an appalling taste in clothes).

2. Diddy does not require dizzy power mushrooms or suspect power pills to boost performance. Mario and Sonic are both great substance abusers who don't deserve to be computer heroes. If you see me back-them in a 3-data contest.

3. Mario requires the help of his brother Luigi on

PUBLIC OPINION

Dear Sir: I have enjoyed reading your magazine since its first issue and feel that it is well written and represents excellent value for money.

However, I would like to raise a point about your 'Doing Public' section. Although I was very pleased to see that you had renamed my name Tatten in the first issue and found it to be "probably the best version he'd ever seen so far", I felt that the reviewer hadn't given a great deal of time playing it.

For starters, you spell the name incorrectly throughout the review, despite the fact that you printed a screen-shot with the correct spelling and I also got the distinct impression that only the 'first level' or so was played. If the reviewer had played beyond Level 1, I don't think that he or she would have said that "it doesn't offer much different for people already owning a version" (never mind comparing it to a 'Game Boy'). As there are over 25 totally original levels which are designed to start easy and gently progress to test the most hardened Tetris player, judging

■ Thanks for writing, Sean. We've already printed the Simpsons cheat, but thanks for your tip anyway.

Sorry we can't help you with The Addams Family or LeisureSuit Larry II—can anyone else?

As you can see, Top 50s has already grown—and the more letters we receive, the bigger it'll get! Although, sorry about the Thunderblade/Sonic gaffe, but we'd make up for it by bringing you more Slapmaster tips shortly.

ELITE



■ In issue 5, in the cheat cards section, you give a cheat for Elite. When asked for the password in the manual type 5484, then the (wrong) word 'Diddy' play points—on the numeric keypad in game (sorry, ADDS instead) to enter the cheat screen.

Well, for you ADDS owners out there about to trade in your machines

amiga Letter FIVE

his trip around hoozaland
he's got to be a bit of a
foolish
5. Songo is a big girl's
boy who goes around
chasing woodland animals.
Secondly, he's making mil-
lions from recommending and
has started to sell hardware that (all worded)
seems really good on my screen. They're well
and good and so then I see all the plastic
they again advise me to stick to (Globe
business)
6. Songo has recently got scared for his second
adventure and get help from a bodyguard (Tall)
so the theme Songo is off as well.
5. Hedgehog has got millions of fans because
they are all of the same time.
7. You can cook a hedgehog if you cover it in clay
and roast it. Now by doing that with an egg
5. Hedgehog liberate in really stupid places like

continue as they get carried on during night,
8. If you feed them bread and milk they die. HE
HE HE!
10. The Italians are always changing their made
— this is shown by Mario.
11. Mario is not very careful just look at
Atariworld 1 on the Game Boy. He has seen lost
his girlfriend!
12. In order to play Mario or Songo you'll have to
part with at least 20 quid. Doxy can be yours for
a nice night.
Mark Lambell, Bristol, Leicester
11. Too right, Mark. And for sub-storing, you can
a year's subscription for Letter Of The Month.
Now if anyone would like to send in drawings
or computer pics of Songo and Mario getting
battered, disquashed, mutilated etc. we'd be only
too happy to print them.
Phil

them (joking). Sorry about that, but send in
some more to Phil and I'll make sure you get a
more detailed review. — **royal**
James

NO PITSTOPS ALLOWED

Dear Phil
I would just like to congratulate you on your mag
and to say thanks for your piece on Desperately
Forming Software. I own Computer Concepts
number one and managed to get hold of a game I
have been after for a year. Do you know if an
old C64 game Pitstop 2 is available at the
Amiga? How about having a bigger Tips line
section?
Keep up the good work, your mag is brill!
Lee Saunders, Reading, Berkshire

1. Study the plastic (and anti-bling) Pitstop 2
was never released on the Amiga. As you can
see, Tips line has grown and may get bigger
yet.
Phil

DESERT STRIKE

1. Here is the definitive Desert
Strike cheat. Type
SCORPZ in the password
screen to start with two lives. When
you go to the shop and then back to
the game, all you weapons are
upgraded and your power is infinite.
By the way the best passwords
are:
Level 2 — ADCHMMW
Level 3 — RLASHZ
Level 4 — WFFVJUM
Anthony Reynolds, Dorking

1. To very much for those phan-
tom tips. Antony. And many
thanks also to Southampton's John
On who sent in those codes:
Level 2 — CGRRUZ
Level 3 — EFRULH
Level 4 — JTRKOCME
As John notes different codes are
given depending on your score. He

also explains that you can enter the
two level cheat again to the main
menu, select password again and
enter the level code of your choice
you now start the second level with
the cheat activated. Cheers, John —
and we look forward to receiving
your full game guide soon.

FIRE & ICE

1. Could you please tell me if
there is an infinite fire cheat,
or level cheat? Please,
please, please please
W Haskins

1. Sorry, W — does anyone else
know of a cheat?

LURE OF THE TEMPTRESS

1. Please help me! I have
been playing for months and
I cannot find the flag that I

need to get down to change the
map. Please

1. Clapp, Boston,
Massachusetts

1. Please help. I have been playing
this for about two years. I can't get
into the dragon's den. Could anyone
help?

1. Do you know the answers to these
two queries? Perhaps you'd like to
send in a full solution.

GOLD OF THE AZTECS

1. I cannot control the raft on
the second level. And please
a cheat as well if possible.
**Peter Simmons, Kenton,
Harrow**

1. Can anybody help? A full
solution would be nice.

from the letters I've received, this seems to
have been appreciated by the users.

While I appreciate that you cannot spend as
much time testing PD games as commercial
games, Public Domain is still a very important
medium for a great number of people who can't
afford the high prices of commercial software,
and as such, I feel that the reviews should be
more accurately researched.

I look forward to hearing your views on this
subject, and I'm glad you liked Tetris,
nonetheless!

Andy Whitlock, Bath, Avon

1. Over to our PD correspondent, James
Price.

Amazingly enough, I do try to play PD releases
as much as I can before writing approvals (or
otherwise), or if I feel either or neither. I do.
However, there's a limited amount of space
allocated to doing Public every month, and I
can't detail every aspect of every game. Included
— otherwise, there's no space in the mag for
anything other than reviews. I did see the
letter about (with me added comments) but I
must admit that in this case, I forgot to mention

for you with a keymap, you don't
need to be afraid of pressing '4' on
the keypad (not that you can
impress), you press the 'Help' button
which does the same thing. Now you
can continue with the codes
modestly, here are some more if
you still can't shoot up those nasty
old Thengies!

Byte	Value	Effect
23	02	large jumps only
1F	46	7 half jumps of fuel
18	FF	loads of credits
70	01	loads of platinum
76	01	loads of gold
5C	01	loads of computers
4C	01	loads of slaves

Keep up the good work in
producing the most excellent Amiga
mag in the world!
Bern Greenfield, Cheshire

1. Flattery will get you everywhere
Dave — especially with great tips
like that. Keep sending them!



This double of the mighty U.S.S. Enterprise was done by Andy Jones, Halesowen, West Mids.

WOT'S A BATTLECARD?

Dear Phil
I think your magic is very good and I buy it every
month, but I missed the first issue, I think that
I would be worth reporting issue one, you could
put the price of the issue up so that you wouldn't
be losing out.

I thought that Amiga Personal was a title
idea, buying a black and white printer thinking
that it was a colour one.

Your Cut-Out W. Cheat cards are really good,
keep them coming! Why not have a 'Letter of the
Month', where the author of the winning letter
gets something nice, eg. one-year subscription to
this mag, software or a joystick. And why not put
something better on the front of the mag, eg.
stickers — since most crappy Battlecards
supported to last! And what do you do with
them?

**Carl Walker, Worcester, North
Yorkshire**

1. You can order Issue 1 from the back issue
section on page 50 of this very mag. From this
month on, there's a free subscription to be won
for the Letter Of The Month, so keep 'em
coming! If you want to know more about
Battlecards, read Issue 5's feature on them.
Phil

WIN A DREAM ...anywhere

Late this year one of our readers will be invited to go on a holiday of a lifetime – to just about anywhere in the world. It could see you basking in the Bahamas, or cruising in the Caribbean. It could

be ambling around Australia, or night-clubbing in New York. Even trekking in Tibet, or pottering around the Pyramids. Literally, the world is your oyster!

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If you win you will be asked to select the holiday of your choice from any you see on offer – either nationally advertised or available from your local travel agent. There will be absolutely no restriction on the location, or the company you choose to provide the holiday.

It will be entirely up to you to decide which is the right holiday to suit your tastes.

And that's not all. As a thank you to your own newsagent, we will also be sending him two free tickets for a fabulous holiday in Paris, staying at a top hotel, going on a grand sightseeing tour and taking in a spectacular show at an exotic night club!



£1,000 could take you here...



...or here...



...or anywhere!



AND IF YOU WIN, THERE'S A HOLIDAY

AM HOLIDAY in the world!

WHICH MAGAZINE FOR YOU?

ACORN - One of Britain's longest running computer magazines. Acorn Computing (£2.95) is the pre-eminent choice for users of the Archimedes and BBC Micro.

COMMODORE - Three magazines serve the dedicated Amiga fraternity. For games players there's Amiga Action (£3.95) and Amiga Force (£1.95) while Amiga Computing (£2.95) covers every aspect of this versatile machine. Owners of the C64 will find all they need in Commodore Force (£2.95).

ATARI - For the Atari ST enthusiast there are three magazines - ST Action (£3.95) for gamers, Tech Atari ST User (£1.40) and Atari ST Review (£3.95) satisfying the more general ST owner.

NINTENDO - The whole of the ever expanding Nintendo scene is covered by N Force (£1.95), while dedicated fans of the Super NES have Super Action (99p) and for Game Boy fans there's GB Action (99p).

PC - Most dynamic newswriters on the PC magazine scene is PC Power (£3.95) covering both business and leisure interests. PC Today (£3.95) is devoted to supplying practical solutions for the small businessman.

SEGA - All the Sega games machines have their champion in Sega Force (£1.95), with Mega Action (99p) serving the needs of Mega Drive owners (to be launched on May 26).



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Y IN PARIS FOR YOUR NEWSAGENT TOO!

amiga
FORCE

TIPS FOR ALL!

Welcome to the AMIGA FORCE Tips Section. This month we bring you the first part of our comprehensive guide to Team 17's *Body Blows* — including the enhanced second version! We also give you tips on the Masterblaster photo-voice winner, *Mik De Bont*, an experienced *Learnings* (Learner) with level solutions for the original and sequel, and a cover-page spectacular on *The Chase Empire*, *AE Don*, and 26 more cheats to cut out and keep!

THE COMPLETE
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BODY
BLOWS

Team 17's stunning beat-'em-up is knocking you block and blue, you can now fight back. AMIGA FORCE's own tough guy, Milo Jackson, has compiled this comprehensive guide for the first seven fighters — in the new enhanced version of the game, you can play any of them. With these tips, you'll be down near unbeatable...

DAN/NIK



Dan has learnt to control rage to produce balls of pure aggression. Nik, being Dan's brother, has also spent years perfecting the use of inner energies.

SPECIAL
MOVES

Super Roundhouse Kick: This kick has

Dan/Nik coming at you foot first, with a ball of energy for impact.
Deflector Ball: Wildly jumping, a high-energy ball surges from Dan/Nik, posing a potent attack.
Inner Energy Ball: Powerful means of attack and impossible to defend against!
Power Punch: Effective move when the opposition is jumping at you.



DAN/NIK V MIKE

■ You need to do a lot of blocking in this fight. Try to crash in loads of Low Kicks, blocking any whirling Kicks. Deflector Balls are extremely useful. Watch out for Mike's whirling Punch — block it if necessary then give him loads of body punches.
Recommended Special Moves: Deflector Ball.



DAN/NIK V MAX

■ One of the guys he beats everything at, Mike is best to do a lot of blocking, and then use lots of body kicks and low kicks. Punches are pretty ineffective on him. Roundhouse kicks are very useful, but can leave you vulnerable. The Deflector Ball is an easy way of draining his energy, but Max can catch you when you land.
Recommended Special Moves: Deflector Ball, Super Roundhouse Kick.



DAN/NIK V MARIA

■ Maria is one hell of a woman, when she does her special move (Flamingo Fury), defend yourself. Hit her back with a body kick and inflict some damage with sliding low Kicks.
Recommended Special Moves: Power Punch, Super Roundhouse Kick.



DAN/NIK V NIMIA

■ This Ninja's special move can be very painful if it catches you unaware. Use your block to minimize damage. Then kick the wind out of him.
Recommended Special Moves: Super Roundhouse Kick.



DAN/NIK V TIJU

■ He starts the computer will always do a special move giving you a lot to stare at. You only then punch, and kick in loads of low Kicks.
Recommended Special Moves: Deflector Ball, Power Punch.

JUNIOR



Junior might have been banned from legal boxing, but he intends to show the rest of the world just who is the champion.

SPECIAL MOVES

Iron Uppercut: This allows Junior to get out of a corner if he ever gets stuck in one. Also helpful for flushing off opponents.

The Blitz: I admit this move you get a full-face view of a hand punching faster than a speeding bullet.

Feet Of Fury: This special move isn't much say. It's just another glove coming at you at about four million miles an hour! Get ready to duck.

Feet Of Fury



The Blitz



Iron Uppercut



SPECIAL MOVES

PLAYING TIPS



JUNIOR Y TITU

■ What? You don't see special moves (Speed Of Light) just defend it with a few blocks, then punch continuously. Put a few sliding kicks in as well. Contain these techniques and you'll beat this guy. The Blitz is a very handy move especially in the you cornered.
Recommended Special Moves: The Blitz



JUNIOR Y KOSSAK

■ Instantly do a flying kick which will knock Kossak off his feet. If he starts doing Earthquakes, jump in time to avoid being knocked down. Stand clear if he drills into the ground, and when he comes back up punch him straight away. Flying gets are also a good way of attacking. When Kossak jumps at you, duck then kick him when he lands.
Recommended Special Moves: Iron Uppercut, The Blitz



DAN/MIK Y BUG

■ Due to his substantial weight, Dug suffers a maneuverability problem, and a lack of speed. Just repeatedly long flying kicks at his head. Give him a taste of your Power Punches as well. When he does bring his weight around, just jump and avoid.
Recommended Special Moves: Power Punch, Super Roundhouse Kick



JUNIOR Y MARIA

■ Junior's most effective move is just a normal punch, sometimes followed by an leg. Uppercut. Flying kicks come in useful, especially when Maria is doing the Flamingo Fury, as she has no defence once she starts her special move.
Recommended Special Moves: Iron Uppercut



JUNIOR Y MIKE

■ Try and stop Mike from getting to close to you by using a Springing Super Kick. However, if he starts to do his special move (Tornado), block it then do a low kick followed by a Roundhouse Kick.
Recommended Special Moves: The Blitz



DAN/MIK Y KOSSAK

■ This dude is hard, his speed may be slow but watch out for his Driller Killer, which can be very dangerous. Roundhouse Kicks are very useful. When Kossak starts to drill him self into the ground, just sit for an inner Energy Bolt, when he comes back up you'll fire one straight at him. Jump around a bit to confuse him, then hit him with a normal body punch.
Recommended Special Moves: Super Roundhouse Kick, Inner Energy Kick



JUNIOR Y DUO

■ Tempt Dug into doing an Earth Tremor, then give him a few flying kicks to his head, knock his senses from him to kingdom come, and voilà, this battle is history! Don't. Uppercuts come in handy, especially when he's about to Body Slam you.
Recommended Special Moves: Iron Uppercut



JUNIOR Y MAX

■ Fighting this fellow invincible guy, you have to be aware at all times. Avoid his Energy Bolts at all costs, and jump him when he's flat on his back on the ground. The Blitz is a very handy tactic if he gets you cornered. Normal punches are not very effective, but can still help you defend from.
Recommended Special Moves: The Blitz



JUNIOR Y NINJA

■ Keep repeating flying kicks, block his special moves, then give him a taste of your leg kicks. Throw in a few body kicks too. The Blitz knocks him down for a few seconds, just enough time for you to do a Feet Of Fury.
Recommended Special Moves: The Blitz

SPECIAL MOVES

Deflector Bolt



Super Roundhouse Kick



Inner Energy Bolt



Power Punch



PLAYING TIPS

LORAY



He shares the way through **Buddhism**, with his fighting techniques based from an ancient **Shaolin Monk**.

SPECIAL MOVES

Arrow Hand: Turns his hand into an arrow — dodge it like a bullet!

Spinning Super Kick: Turns Loray into a spinning topknot.

Flame Of Buddha: Converts all his body energy into a flame — easy to dodge. Very burning, if not.



LORAY Y DUO

Use lots of Spinning Super Kick. Don't give him a chance to even fight back. Flying kicks

come in useful, especially when he's about to fling himself at you.

Recommended Special Moves: Spinning Super Kick.



LORAY Y NINJA

Lure him to do a Ninja Dash Roll, block this, then do a Low Roundhouse Kick. If you

have time, give him a Spinning Super Kick. Another good technique is to plant a seed of high kicks at him. But the most effective way to defeat him is to do lots of high kicks.

Recommended Special Moves: Spinning Super Kick.



LORAY Y MARIA

Maria might look mighty, but can be defeated easily. Try and lure her into a Flameco

Fury (special move) then hit her with a Low Kick — this should knock her down. Follow this with a Spinning Super Kick. Flying kicks can be effective if she's just recovering from one of Spinning Super Kicks.

Recommended Special Moves: Spinning Super Kick.



LORAY Y KOSSAK

Comparing these two fighters' abilities, theirs is a lot of difference. Kossak is big and slow

whereas Loray is small and fast. Kossak will attack you straight away, so always use sudden moves he makes (if you are) hit back with lots of Spinning Super Kicks. Dodge any elbow coming your way, and please hit him with plenty of high kicks.

Recommended Special Moves: Spinning Super Kick.



MARIA Y MIKE

Mike has Mike to approach, unless he does hit him with a Low Spins Kick, if he should try

hitting back with a Torpedo, just jump or avoid it. Also a Low Spins Kick should knock him out of the Torpedo. Jose Breakers are an excellent way of defeating Mike. If you do at some point get caught in a corner, jump while spitting your legs. Do weeks of all times for roundhouse kicks and Whizard Punches.

Recommended Special Moves: High Spins Kick, Low Spins Kick, Jose Breaker.



MARIA Y SAM/NIK

Block any fire starting moves. Hit him with flying kicks. Low Spins kicks, and after you've knocked

him down give him the taste of your Flameco Fury Kick in lots of Jose Breakers, and defend yourself against any small attacks.

Recommended Special Moves: Low Spins Kick, Flying Spins Kick.

Flame Of Buddha



Arrow Hand



LORAY Y TITU

This guy can be really tough. Watch his eye, cut for his striking kicks. The best way to defeat him is to

force him down with lots of Arrow Hands. Flying Kicks are also useful, especially if he's about to do a Super Leap, and Low Kicks can stop him from defeating you.

Recommended Special Moves: Arrow Hand.



MARIA Y DUO

Use your excellent abilities to walk all over Duo. Combine flying

kicks with Low Spins Kicks, plus Jose Breakers to knock him away off his feet. If, however, he attempts to hit you with a Seizuring Palm, just defend with a Low Seizing Kick. High Spins Kicks are useful, especially if you're cornered.

Recommended Special Moves: Jose Breaker, Low Spins Kick, High Spins Kick.



MARIA Y NINJA

High flying kicks are a very powerful way of punishing his fighter to his knees. Low Spins

Kicks combined with Jose Breakers are an extremely good method of defeating him. Use forward slashes; these are one hell of an attack, and also a good way of defending yourself, especially if he's performing a Ninja Dash Roll.

Recommended Special Moves: Jose Breaker, Low Spins Kick, High Spins Kick.

Spinning Super Kick



LORAY Y MIKE

Try and avoid getting caught up in his Flapjack

Push in lots of his special moves. Arrow Hand, block his special move. Then do your Spinning Super Kick, Low Kicks, and lots of Low Roundhouse Kicks. You can start to demolish his power bar. Also, high kicks come in handy if you're in a bit of trouble.

Recommended Special Moves: Arrow Hand, Spinning Super Kick.



LORAY Y MAKI

Don't attempt any close moves against Maki, or you'll pay the price. Always jump

around him to confuse him, then apply huge amounts of flying kicks, and flying punches. Any ground attack should be attempted with your knee hand.

Recommended Special Moves: Arrow Hand.

MARIA



Don't be swayed by her fragile appearance, this Madrina packs a real mean punch. SPECIAL MOVES

High Spins Kick: Maria flies up into the air like a missile, and comes back down like one.

Low Spins Kick: Just the same as the High Spins Kick except it comes at you lower.

Jaw Breaker: This is a nifty move. All of Maria's body weight gets forced into her feet which makes it way toward your face.

Flying Spins Kick: This starts as High Spins Kick, but Maria flies through the air so gracefully.

Flamenco Flare: What a move! Maria bends and twists like a spinning top, straight at you.



MARIA Y KOSSAK
■ Can't even date to exchange punches... Kossak is mean. If he starts to drill into the

ground, be prepared for him to come up right next to you. When he does, hit him with a Low Spins Kick followed by a Jaw Breaker.

Recommended Special Move: Jaw Breaker. Low Spins Kick.

Low Spins Kick



MARIA Y TITU

■ This coward just keeps trying to plant flying kicks into you, duck or avoid 'em.

Then hit him with a Jaw Breaker. Throw in a mixture of sliding kicks — the best will just keep launching himself straight at you.

Recommended Special Moves: Jaw Breaker, Low Spins Kick, High Spins Kick.



MARIA Y JUNIOR

■ Use High Spins Kick right next to him. This hits him twice. When you come back down, do a

low sliding kick. Flying kicks are a very important tactic in this fight, especially as Junior can hit his gloves at you. Avoid any roundhouse kicks by just putting up a normal block.

Recommended Special Moves: High Spins Kick.

Jaw Breaker



High Spins Kick



Flying Spins Kick



SPECIAL MOVES

Flamenco Flare



PLAYING TIPS



MARIA Y MAX

■ Always be alert, keep looking from side to side performing flying kicks.

Jaw Breakers are essential as they give you that vital time to attack in order. Make the best of every available move.

Recommended Special Moves: High Spins Kick, Low Spins Kick, Jaw Breaker.



MARIA Y LOREAT

■ This bloke is a conch. Start with sliding kicks. If he uses a Spinning Paper Kick, just defend with a

High Spins Kick. Then try and pack as many body kicks in as possible. Duck or jump any Flaming of Bullies, and never stay in one place for too long.

Recommended Special Moves: High Spins Kick.

T17, NIGHTMARE MACHINE!

Once you've battled your way through all these

badboys you have the task of fighting and beating T17.

Now hell of a robotic fighting machine. The best tactic is to get in close with lots of punches — get T17 far away and he fires bullets at you!



PLAYING TIPS

MIKE



Far from being just full of wine, this executive really means business.

SPECIAL MOVES

Whirlwind Punch This is a punch that is you take a whirlwind being a town's impact. This move is a whirlwind. The idea explains itself, it's a whirlwind that is a whirlwind and is as strong as a tornado.

It's enough to make you dizzy. Mike spins faster than a California Wheel.

Tornado



SPECIAL MOVES

Whirlwind Kick



Whirlwind Punch



MIKE V. MARIA

It's the night, sound only, but by listening to it come, and then when he gets closer keep singing and hitting him with Body Slams. Keep doing this until you wipe him off the face of this Earth. (It's him.)

Recommended Special Moves: Body Slam



MIKE V. TITLE

Keep on the attack with body kicks and Whirlwind Kicks. Whirlwind Punches can be very effective if you happen to hit this character. But beware! If he is trapped, he'll keep hitting you with Speed-Of-Light to push you away.

Flying Kicks are a very good way of attacking. As this mostly attacks on the ground.

Recommended Special Moves: Whirlwind Kick, Tornado



MIKE V. NINJA

Kicks attacking in the air, but beware as this Ninja might just start a Ninja Death Roll. So it's best to hit him with flying kicks just after you've knocked him down. Tornadoes are a very effective way of defending this attack, but it might just leave you exposed for a few seconds.

Recommended Special Moves: Tornado, Whirlwind Kick

DUG



Dug's huge size enables him to do some very powerful moves, but the downside is a lack of manoeuvrability.

SPECIAL MOVES:

Earth Tremor: Thump, Thump, Ugh, here comes Dug. Well, a move like this makes you groover, and then down with a thud.

Battering Ram: (Chirp!) It's large, it's Dug's absolute charge.

Body Slam: Super Body Slam. What goes up, must come down with one hell of a thump!

Hammer Hook: Watch out for this—give me a hint, two hands like a hammer. They will turn your shames.



DUG V. KOSSAK

He has with a flying kick straight away! But how the hell do you fight someone who's never

there? Always attack with low punches, and (as with Marge) stay in one corner and keep repeating Earth Tremors. If he drifts into the ring, be prepared for him to come up and to you, then punch him.

Recommended Special Moves: Earth Tremor



DUG V. JUNIOR

Can I bother attacking just repeat the excellent tactic: knockout and lots of Earth Tremors.

Recommended Special Moves: Earth Tremor



MIKE V. MARIA

Always hit on the wrist. Maria can push a girl off like Lenna Lenna. Attack her with flying kicks and

pack in loads of Whirlwind Kicks. Always be ready to avoid Flamenco Fury by jumping and coming back down with a flying kick.

Recommended Special Moves: Whirlwind Punch



MIKE V. KOSSAK

These two fighters are an equal match. Always strike through the air. Contains lots of flying kicks with Whirlwind Kicks. If he starts to drill into the ground, build up for a Tornado when he comes back up you'll swallow him.

Recommended Special Moves: Tornado, Whirlwind Kick



DUG V. MIKE

The special Earth Tremor tactic doesn't always work, so try to hit him with your trusty foot and

kick in those Body Slams. Battering Ram is yet again a most excellent way of defeating Mike, but the Earth Tremors are still the best tactic. Just mix it up a bit.

Recommended Special Moves: Earth Tremor, Battering Ram



DUG V. SAM/MIK

These men are pure wings, staying back to fire Energy Bolts at you. Use lots of flying kicks to

avoid, but never get too far away with these two. Stay close at all times, then you can stop any Energy Bolts, and hit them with loads of body punches.

Recommended Special Moves: Battering Ram



DUG V. LOBOT

Don't even bother trying some attacks just

trundle to the far corner of the screen and keep your button pressed down and watch him fall. You could even rest something on it, and then go and play in a rusty Alan. It's just a joke, lol!—(D)

Recommended Special Moves: Earth Tremor



DUG V. MARIA

Always keep on the attack. Maria will try lots of special moves, all you have to do is block any

kicks and attack with Body Slams. Earth Tremors are an effective way of knocking her down, especially if she's attacking with a Flamenco Fury.

Recommended Special Moves: Earth Tremor

**MIKE V DUG**

■ This brawler is a tough, loudmouthed thug who plays flying kicks. Follow up with low punches, and try to corner Dug and hit him with a Tomado. It's best to follow this up with Whirlwind Kicks.

Recommended Special Moves:

Whirlwind Kick, Tomado, Whirlwind Punch

**MIKE V JUNIOR**

■ Once in the ring, you can expect this brawler usually stay in one corner and wait for him to make his way towards you. Then repeat lots of Whirlwind Kicks and low kicks. Follow these up with a Tomado.

Recommended Special Moves:

Tomado, Whirlwind Kick

**MIKE V LOBOT**

■ This brawler is easy prey. Start straight away with a flying kick. Force him to the far side of the play area, then repeat absolutely loads of Whirlwind Kicks and body punches. If he's knocked down, follow your kicks up with a Tomado.

Recommended Special Moves:

Tomado, Whirlwind Kick

**MIKE V MAX**

■ Keep jumping from side to side with flying kicks — you have no time to do anything else. Try to get him into one corner then just repeat loads and loads of body and low kicks. Finish him off with a spectacular Whirlwind Punch and Whirlwind Kick.

Recommended Special Moves:

Whirlwind Kick, Whirlwind Punch

Earth Tremor**Battering Ram**

SPECIAL MOVES

**BUD V YITU**

■ Constantly keep keeping him safe to win, bombarding him with flying kicks. Body Slam will stop him from coming at you at the Speed Of Light. If, however, Yitu manages to trip you in a corner, use your Hammer Head to extinguish his attack. Continually hit him with your Battering Ram, which gives you a few seconds to execute an Earth Tremor.

Recommended Special Moves:

Battering Ram, Earth Tremor

Hammer Head**BUD V NINJA**

■ Be alert at all times, this Ninja will do anything to stop on your computer. He mainly attacks with Ninja Death Poils. Body Slam him while he's doing this to prevent any damage on you. A few flying kicks are a useful element to give you the advantage — what goes up must come down with a thud!

Thanks to Chet for this tip: stay in any corner and repeat Earth Tremors; the enemy will not attack you.

Recommended Special Moves:

Super Slam, Earth Tremor

Super Slam**Super Slam**

THE BATTERING CHEAT

VERSION 1

■ On the main menu of the original Body Blows, hold Joystick 1 (player 1's) to the left and Joystick 2 to the right for a few seconds. A cheat menu appears, allowing you to fight as Mike, and have infinite credits and energy.

VERSION 2

■ The enhanced version of Body Blows has a slightly different method for the same cheat. Hold Joystick 1 down and Joystick 2 down for a few seconds to make the cheat menu appear.

Well that's taken care of that lot. You'll have to wait till next month for our body-slammin' guide to the other three fighters: the mysterious Ninja, super-speedy Yitu and ground-drilling Kossak. Be there or be beaten to a pulp!

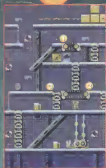
PLAYING TIPS

LEVEL ONE



1. Blow up this door.
2. Hit this switch once.
3. Here's the exit.

LEVEL TWO



PASSWORD: BISHOPSMOVE

1. Hit the switch first (top).
2. Hit the middle switch.
3. Here's the exit.

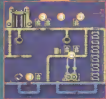
LEVEL THREE



PASSWORD: PATTY-KERMIT

1. Blow up the door first (top).
2. Hit the far right switch.
3. Here's the exit.

LEVEL FOUR

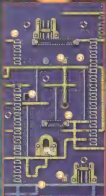


PASSWORD: HOWHOWPOWWOW

1. Release the oxygen tank.
2. Release the two here.
3. Release all tanks at this point.
4. Here's the exit.

SINK

LEVEL FIVE



PASSWORD: KINOWORLD

1. Release your boat (inside here).
2. Release oxygen tank.
3. Release this tank here.
4. Hit this switch (far right).
5. Release top tank.
6. Wait for the right time, then hit the switch here to release the passengers to walk safely under the crushers.
7. Here's the exit.

PASSWORD: TROUTONTON

OR SWIM

PLAYING TIPS

STARRING
KEVIN COOPER
& FEATURING
DIN
PASSENGERS



PASSWORD: REDPLANET

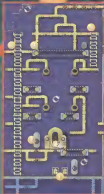
1. Push the both oxygen tanks and head straight away.
2. Blow up this door.
3. Pass up to here, and wait for the passengers.
4. Hit this switch when it's safe to let them cross.
5. Here's the exit.

LEVEL SIX



1. Operate the crane, and lift one crate to the far right.
2. Then lift this one next to it.
3. Then finish off by lifting this one into the gap.
4. Here is the exit.

LEVEL SEVEN



PASSWORD: MEGALITHIC

1. Hit the switch twice.
2. Hit this one once (left).
3. Then the one above it.
4. Move up to here, and control the crane by hitting the switch once or twice etc to guide them down.
5. Last of all, blow up the crate next to the exit. Yeah, that's the first eight levels done.
6. Here's the exit.

Mayday, mayday! The ship's going down and all the passengers are about to drown. Luckily, lots of them already phoned the Masterblaster number to vote for tips on a Zeppelin's shipshape save-'em-up — so the AMIGA FORCE super-deluxe liner is on hand to give assistance...

LEVEL EIGHT



Lemmings LIFELINE

This month we have a double helping of sublimely surprising solutions for this original *Lemmings* and *Lemmings 2*. First up, Belfast's Christopher Clark and his friend Cane have been stuck on *Lemmings* Taxing Level 22 for four months! We managed to solve this particularly perplexing level only after plenty of hair tearing. Next, David Sewell from Kent has a 'buggy problem' on *Lemmings 2*'s Highland Level 4. We bring a solution your way, plus a handy sheet to play any level you want!

If you're stuck on any *Lemmings* or *Oh No! More Lemmings* / *Lemmings 2* level, write to: *Lemmings Lifeline*, AMIGA FORCE,

Impact Magazine, Ludlow, Shropshire SY8 1JW. Don't forget to enclose your name and address, plus the name/number/code of the level.

COME ON OVER TO MY PLACE

(*Lemmings*; Taxing 22; Code: UJUNFGCHY)

Yet another level where 100% must safely reach the exit. At first the solution seems to lie in persuading one guy down to build a bridge up, so the other *Lemmings* don't fall so far. Putting a blocker on the starting ledge and then digging a small hole on the left helps the rest of the *Lemmings* up. After many attempts at this method, however, we went back to the drawing board



and found a completely different way round...

Turn the fourth Lemming straight into an attractor (Jeppia player).



2

While his comrades stop to dance, the lead Lemming should carry on into the pit — if he doesn't, make him jump in.



1

Turn the first guy into a parashutist, then make him a blocker at the right end of the ledge.



2

Start the lead *Lemmings* building at the left edge, as late as possible — too early and the next *Lemming* goes past and falls to his death.



3

Turn the first guy over the bridge into a vertical digger here...



4

Then when the next guy has turned and passed him, make the digger into a builder to stop him digging.



5

Make a *Lemming* head to the right from here...



A MERE STONE'S THROW

(*Lemmings 2*; Highland Level 4)

A pit and five cement goons? A cliff and five fences? It all seems so obvious, doesn't it?... until you discover the fence can't get up high enough to clear the impenetrable brickwork at the bottom of the cliff. After countless attempts at shooting him with stones and cannon, you go back to the drawing board. When you discover it, the real solution is painfully simple (and obvious from the level title)...

3

As he walks right, make him throw



when he's exactly in the middle of the pit. His stone hits the top of the cliff on the right.





4

Repeat this action and the second stone should stick on the first.



5

Keep throwing stones from the pit middle to build a long bridge into the pit and down as far as possible.



6

Now your stone connect when the Lennings is on the left of the pit (you may need two baskets), so the little guy climbs up and goes up the bridge and over to the exit.



7

Finally, turn the attractor into a jumper so all the other Lennings start walking right, up the bridge and into the exit. A gold standard rescue!



PLAYING TIPS

8

SUCCESS!



THE CHEAT!

It's 'Let's go!' all the way with this easy-peasy Lennings 2 cheat. On the main menu, simply click the pointer in the four corners of the screen, starting with the top-left and continuing clockwise — you should have 'Let's go!' You can now access all levels (just the screens on the level intro screen) from any of the 12 tilts!



6

...So the others can reach the top bridge.



8

Turn the two leading Lennings (the only ones to pass the digger) into builders at the edge, and also quickly turn the digger into a builder to stop him digging any further.



9

Now turn one of the Lennings in the little pit into a left-facing builder — it's best to do this before too many Lennings are in the pit or you may get the wrong direction!



10

Turn the release rate up to about 85 (this is essential if you're to beat the first time limit).



10

The Lennings start streaming into the exit. Turn the release rate back down to 01 (this makes the next part much easier).



12

He should dig right under the blocker, so both of them parachutists safely down and head towards the exit.



7

Make the lead Lennings into a vertical digger just after he falls onto here.



11



Watch out for the very last Lennings and start him mining (stop-and-digger) here, before turning him into a parachutist.

13

The last Lennings should reach the exit with just a few seconds to spare.



65

PLAYING TIPS

Still asking for more chaos after Issue 5's massive World 2 screenshot maps? Well, here's the rest of the maps for Worlds 2, 3 and 4, as supplied by Renegade and Simon Knight — plus a whole loadsa tips!

LEGEND



Start points



Nodes



Silver Keys



Gold Keys

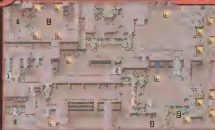


Points of Interest



Exits

THE CHAOS



WORLD 2 LEVEL 3 — STEAM

- This level has three start points (A, B & C) which is used depends on which exit you took from the previous level. Tips:
- If you begin at start A, you must collect the gold rings, shoot the Freeman and activate the nodes to form a complete circle of nodes around point 1. When you have complete the circle, a color will appear at point 1 which will teleport you to start A.
- If you begin at start C you must shoot all the nodes, along the corridor to open the pipe

going at point B. If you enter the pipe you will then be teleported to start A.

■ From start A you must collect Silver Keys 1 which complete the pentagon set of traps and allow you to continue into the level.

When you leave the area of the steam jets, note that the pipe carrying the steam blows up and all the miners jobs stop. This gives a vital clue as to how to leave the next area. The steam jet at point 3 must be extinguished before you can progress. Simply shoot the lead pipe directly to the north to turn it off.

■ To reveal Silver Keys 2, you must activate the node which is round the corner to the west. This will generate a number of mercenaries including a Bearer Monster which runs off back the way you came. You must catch up with him and kill him to reveal the keys.

CHARACTERS



BRIGAND
Cost: 3,750
Weapon: Rifle
Specials: First Aid, Map, Shield, First Aid



PREACHER
Cost: 3,500
Weapon: Lightning
Specials: First Aid, Map, Shield, First Aid



MERCENARY
Cost: 3,750
Weapon: Shotgun
Specials: Bomb, Mines, First Aid

ENGINE

WORLD 3 LEVEL 1 — THE PITS

■ As you enter the level you are presented with a choice of five keys. All the keys marked as Silver Keys 2 create a bridge across the chasm. As soon as the bridge appears, a Hand monster materialises on the bridge and sits to the attack. The bridge disappears after short while but if you can manage to get across it before it does so, you'll have access to the secret area at point 3. If you fail to get across any of these

bridges you can collect Silver Keys 1 which creates a permanent bridge across the centre of the chasm. These keys make all the sets of Silver Keys 2 disappear and thus you won't be allowed to get into the secret area at point 3. If you will be allowed to pass through point 1.

■ All the StoneSphinxes on the wall at point 3 can be shot. You are rewarded with a coin for each one you destroy.

■ The statue at point 4 is facing a different direction to all the other statues around it. Shoot it and you are rewarded with lots of treasure, but you'll have to kill it a few Sphynxes first.

PLAYING TIPS

■ The statue at point 5 is also facing a different direction to its neighbours. You have to shoot this statue to be allowed out of the area.

■ The routes from both areas converge in the room by point 6. When you collect the Players Saved token at the top of the stairs into the room, the wall at point 6 is removed and you can thus progress deeper into the level.

■ The route forward is then blocked by the door at point 7. You must shoot the rods in the room to the east to remove this door. You are free through to the maze of pits at the end section of the level.

To get to the centre of the maze, you must solve the puzzle in the eastern area first.

Collect Gold Keys 1. Then collect Gold Keys 2. The latter set must be approached from the southern gateway. If you attempt to collect them from the east, they disappear before you can get to them. As you've failed to solve the puzzle. When you have both sets of keys you're able to reach point 8. After you've collected the treasure on the small island at this point you're teleported to point 9 in the centre of the pits.

■ If you fail to solve the puzzle or if you wish to go a different route through the pits, you may collect either Gold Keys 3 or Gold Keys 4 but not both sets. Each of these keys lead to a different route, each of which contains a different mix of treasures and treasure.

WORLD 2 LEVEL 4 — QUARTERS

■ This level has three start points (A, B & C) which is used regardless on which exit you took from the previous level. Stearn. The level is the main suggests is divided into 4 quarters. Each quarter has an entrance-way and an exit-way.

■ If you begin at Start A, you can't venture through the entrance of the southernmost quarter which means you miss an extra-life token. A ritual pillar will be placed in the doorway of the second room at point 1 which means you also miss out on all the treasure in this room.

■ If you begin at Start B you can't venture through the entrance of the southernmost quarter.

■ If you begin at Start C you miss out on the whole level.

■ Silver Keys 1 open the northeastern quarter so you may activate the node and proceed.

■ Gold Keys 1 destroy the Stearn Jet so you may pass safely through the entrance to the northeastern quarter.



COOPER
Cost: 3,500
Weapon: Flamer
Specials: Map, Attract, Repulsor, Party Power



RAYNE
Cost: 3,000
Weapon: Cannon
Specials: Dynamite, Short Burst



THOR
Cost: 3,000
Weapon: Shotgun
Specials: Multishot, Air Burst



WORLD 3 LEVEL 2 — CONFUSION

■ As you enter the level you're presented with a choice of four corridors. You're sent along a different route depending on which one you choose.

■ Corridor 1 leads out into the western room to the north of the start point.

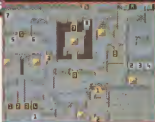
■ Corridor 2 loops back to the start point.

■ Corridor 3 leads out into the eastern room to the north of the start point.

■ Corridor 4 loops back to the start point.

■ If you take both corridor 2 and 4, when you finally arrive back at the start point, Silver Keys 1 will have appeared. When you collect them, one of the tiles on the floor next to you disappears as a small section of the floor rises up. If you step onto this section you're teleported to eastern room to the north of the start corridor. At this point you're back on the main route into the level. However, in the next room the statue at point 5 will stop disappearing and reappearing. If you walk into the wall behind the statue you're teleported back to the start point once more. (In this time the wall next to the position of Silver Keys 1 will have opened so you're able to access the second area which leads to exit 5.)

■ Within this second area if you collect both set of Gold Keys 1 and 2 a clue appears as to how to solve the puzzle floor within the next room. To solve this area you must follow the sequence of clues on the floor, into, back, repeat, plain. If you get it wrong you're



teleported back to the start of the floor. One more mistake you make the less treasure you'll find when you get to the end.

■ After you've shot the node in the next room three set of steps appear, each of which leads to a different set of silver keys. Each of these sets of steps produces a different bridge to the next area. Each one also removes some of the treasure within that area. Silver Keys 4 gives you the most when you cross the bridge so you only have to collect one set of keys, although you might let the others to see what you can get.

■ If you do not get into this area you must follow the main route through the level from the start point towards exit A. If you pass through the western room to the north of the start corridor, only the node in that room exists and only Silver Keys 6 are in the room to the north

start of the pathway and all the treasure disappears.

To be able to progress you need to follow the lines on the floor and shoot the statue at point 8 and then collect Silver Keys 8 before you're able to get onto the island and get all the treasure.

■ Once across the island collect Gold Keys 3. These open the door at point 9. If you walk into the room via this point, some treasure appears. This only happens if you enter the room from the north.

■ Once you've collected the telephone at point 6 the bridge to the south of you disappears, thereby trapping you into the room. You must then shoot the Lobber that he's appeared across the stream, to open the door to the north and allow you to proceed towards exit A.

WORLD 3 LEVEL 3 — REVERSE

■ The first thing to notice about this level is that it's made up from two visually identical halves. This idea is reinforced by the numbering system used to identify the items of interest on the map, which are the same for each side. Which start point you use, and hence which side of the map you play is dictated by which exit you went through on the previous level. Each side contains very similar puzzles but which tend to operate in opposite ways than each other. The decoration on the walls is subtly different between the two sides, with statues facing opposite directions etc.

■ If you begin at Start A, you play the western side of the map. All the numbers below refer to items on that side of the map.

■ You can't get to Silver Keys 1 as an invisible force-field surrounds them. To get them you must shoot the pillars around them. Start with the southwestern one, then the northwestern and so on clockwise till you've destroyed all four. At this point the patterns on the floor disappear in the force-field is stopped and you can

collect the keys which open the door from this room.

■ When you activate the node at the bottom of this section, Silver Keys 2 appear which, when collected, opens the steps immediately to their west — thus you can continue into the level.

■ Both Silver Keys 3 and Silver Keys 4 create Silver Keys 4 which complete the western set of steps and allow you to go down from this plinth and further into the level. However, if you collect Silver Keys 5, as you set off down these steps you're teleported to the same place on the opposite side of the map. An easy way to notice that this switch has occurred is that on the western side the floor is decorated with regular patterns whereas on the eastern side square patterns are used. You must then continue to venture up the middle channel of this section until you reach point 2 where you're teleported back to your original position in the western half. When you reach point 2 on this side you can just pass through unaffected.

■ Silver Keys 5 open the door to the room containing Silver Keys 7 on the opposite side of the corridor.

■ Similarly Silver Keys 7 open the door to the room containing Silver Keys 8.

■ Silver Keys 6 open the door at the end of the corridor which allows you to go to the exit. It makes no difference which route through this set

of keys you take.

■ If you begin at Start B, you play the eastern side of the map. All the numbers below refer to items on that side of the map.

■ When you collect Silver Keys 1 you're trapped inside an invisible force-field. To get out you must shoot the Muzzling which has begun to patrol around the outside of the plinth. When this monster is destroyed you're released and the door out of this room is opened.

■ When you collect Silver Keys 2 at the bottom of this section, the node marked on the map at this point appears. Activating this node creates the steps immediately to the west and thus you can continue into the level.

■ When you collect Silver Keys 4, both Silver Keys 3 and Silver Keys 5 appear. If you now collect Silver Keys 3, Silver Keys 5 will disappear. However, if you collect Silver Keys 5 first, you're able to collect both sets of keys in which case when you set off down the set of steps which have appeared you're teleported to the same place on the opposite side of the map. An easy way to notice that this switch has occurred is that on the western side the floor is decorated with regular patterns whereas on the eastern side square patterns are used. It is here that the first major

■ There are two alert points to this level (A & B), which is used depends on which exit you look from the previous level.

■ If you begin at alert B you must first collect Silver Keys 2 and then Silver Keys 3. Neither of these sets of keys are visible until you begin to walk towards them. After you have picked up the latter set, an exit appears which teleports you to start A.

■ The statue at point 1 disappears a short while after you meditate at start A, if you manage to shoot it before this happens, the ship which led up to Gold Keys 1 appear.

■ Gold Keys 1 open the door to the small room at point 4 which contains a small amount of treasure.

■ The small mound at point 2 is somewhat strange. Monsters and the computer-controlled character can walk over it. If you walk over it, it disappears and the set of keys at point 5 appears, thus allowing into the area beneath to collect the treasure.

■ The telephone at point 3 causes the steps to the north of it to switch round blocking access to the area you have just come from and opening up the way forward into the rest of the level.

■ The steps at point 5 will only be there if you've discovered the mound at point 2 as described above. If you go this way you must

collect Silver Keys 1 to get on 4 at this point section B, however the steps at point 5 are not there, the set to their east, as marked on the map, will be, so you'll have to go down there.

■ The door into the small room which contains Gold Keys 2 can be shot. Collect three keys to enter the steps up to the ridge at point 5.

■ Monsters grovels in the small rooms to the north of point 7. The doors in each of these rooms open to let the monsters out. When you've shot all the monsters the door is a lock of the rooms stay open for a short while. If you can get into the room and collect the keys, the door to this room directly to the south opens allowing you to pick up the treasure it contains. The Silver keys in these rooms make sure the doors stay open so you can't get trapped.

■ The alcove at point 8 has a misplaced shadow. If you walk into the wall at this point you're teleported into the central area at the southeastern corner of the map. Once in this area you must venture through to point 9, where stepping into the circle marked on the floor teleports you back to point 5.

■ In amongst the pillars below this point, you should notice that the centre one does not have a Shipwrecker on it. If you shoot this pillar on the top it explodes to reveal Gold Keys 3. These keys open the door to the small room at point 110, which contains some treasure.

WORLD 3 LEVEL 4 — WAY OUT

steps to the north of it to switch round blocking access to the area you have just come from and opening up the way forward into the rest of the level.

■ The steps at point 5 will only be there if you've discovered the mound at point 2 as described above. If you go this way you must

CHAOS LEVEL CODES

SINGLE PLAYER

World 1

■ HANDBOOK/CHOCOLATE
Trug & Proseur
30 000+ credits

World 4

■ HANDBOOK/CHOCOLATE
Trug & Proseur
30 000+ credits

■ HANDBOOK/CHOCOLATE
Trug & Proseur
30 000+ credits

■ HANDBOOK/CHOCOLATE
Trug & Proseur
30 000+ credits

■ HANDBOOK/CHOCOLATE
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30 000+ credits

■ HANDBOOK/CHOCOLATE
Trug & Proseur
30 000+ credits

■ HANDBOOK/CHOCOLATE
Trug & Proseur
30 000+ credits

TWO PLAYERS

World 1

■ HANDBOOK/CHOCOLATE
Trug & Proseur
30 000+ credits

World 4

■ HANDBOOK/CHOCOLATE
Trug & Proseur
30 000+ credits

■ HANDBOOK/CHOCOLATE
Trug & Proseur
30 000+ credits

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Trug & Proseur
30 000+ credits

■ HANDBOOK/CHOCOLATE
Trug & Proseur
30 000+ credits

difference between the two sides above. From your position on top the plinth it is possible to throw an appropriate special weapon onto the side that it is on floor level just to south and east of you. This means that you are thus able to advance all of the nodes on the level and thus this opens exit B. After this you must continue to advance up the middle corridor of this section until you reach point 5 where you will be teleported back to your original position in the eastern half, and may continue as if you had not been teleported. When you reach point 2 on this side you will just pass through unaffected.

■ Silver Keys 8 open the door to the room containing Silver Keys 7 on the opposite side of the corridor.

■ If you must collect right-hand one of the set of Silver Keys 8 and the left hand of Silver Keys 7. Note that this set will only be open if you are teleported all the nodes within the level, as described above.

■ If one player in a two-player game gets trapped in one of the small rooms in this section, all they have to do is collect the keys that are in the room with them and then move towards the exit. They'll be teleported into the next room in sequence.

■ Note that the major exit from each side of this level, both of which are marked as A on the map, will take you to the same place in the next world, whereas exit B will take you somewhere special.

PLAYING TIPS WORLD 4 LEVEL 1 — SEWERS



■ The first large room you come across in this level has lots of Revolving Doors, bouncing backboards and forwards across the room. These are invincible and thus cannot be shot, if you do shoot them you'll

remake which teleports you to point 3. ■ As you approach the second pipe at point 4, monsters begin to generate in the environment of the two pits to the south of the corridor and start moving into the room below. Water flows from the pipe outlet. Bring the pit to the west. To progress, you must shoot at the cracked pipe at point 4, which blows up and allows water to flow into the eastern pit, thereby cutting the supply to the pipe outlet. This simultaneously drains the water from the west pit allowing you to carry on up the level and fill the east pit, drowning the monster generator. The sooner you do this, the less monsters you'll have to fight when you enter the room to the south.

■ If, however, you choose to follow the corridor to the north, at point 5, you must activate both holes at the top of the trap and then carry on down the corridor at point 5, which is full of Revolving Doors. These are, again, invincible but in this case you can simply dodge them as they move too quickly. You can push them down the corridor by firing at them and if you can get to point 5 you're able to collect a shield token and thus progress safely.

■ In the next room, the way forward is blocked by a pulsating force-field at point 6. You must shoot the hole in the north-eastern corner of the room so that the force-field drops and you can proceed.

■ The route to the exit is blocked by a water-filled pit at point 6. You must shoot the wheel at point 7 so it turns twice, finally cutting the water supply and draining the pit.

WEAPONS

Each character has a different weapon which changes in a different manner when it's powered up.

Note that Maximum Damage is the combined damage for the weapons. Thus, for example, the Lightning does 27 damage with its one bullet whereas the Shotgun does 7 bullets which do 7 damage each.

PLASMA

Used By: Quetzalcoatl
Start Damage: 5
Max. Damage: 30
Max. No. Bullets: 5
Travels Through Monsters? Always



RIFLE

Used By: Brigand
Start Damage: 7
Max. Damage: 38
Max. No. Bullets: 4
Travels Through Monsters? Depends on power-up level



SATLING

Used By: Mercenary
Start Damage: 5
Max. Damage: 30
Max. No. Bullets: 5
Travels Through Monsters? Never



CANNON

Used By: Minotaur
Start Damage: 8
Max. Damage: 40
Max. No. Bullets: 4
Travels Through Monsters? Depends on power-up level



SHOTGUN

Used By: Thug
Start Damage: 9
Max. Damage: 40
Max. No. Bullets: 7
Travels Through Monsters? Never



LIGHTNING

Used By: Priestess
Start Damage: 5
Max. Damage: 27
Max. No. Bullets: 1
Travels Through Monsters? Always



just push them about and it's not a good idea to shove them all to one end of the room, so it's best just to avoid them. Collecting Gold Keys 1 and Gold Keys 2 reduces the number of Doors in the room.

■ At point 1 you can either carry on up the narrow corridor to the north or shoot the lever on the wall. As the lever drops, the water drains out of the pit beneath you, you can then get up to the room on the ledge above, which contains Gold Keys 3. When you collect these keys the narrow corridor is blocked and you're able to cross to the room marked as point 2. This room contains nothing but a spout

WORLD 4 LEVEL 2 — PUMP ROOM

■ There are two start points to this level (A & B), which is used depends on which set you look from the previous level.

■ If you begin at Start B, you must collect Silver Keys 1 to get from the first room. You then adventure along the corridor, to find in water life at the eastern end. This state then returns the machine at point 8.

■ If you begin at Start A, you must shoot the red stage you come across, on the small island just outside the start room. When this rock is activated, Gold Keys 1 will appear. If you go back into the start room and collect these keys, the machine cover at point 1 will be removed, revealing the shaft below. If you step into the opening you're teleported into the second area to the north, which you must cross by walking into the large pipe at point 2.

■ You must shoot the lever at point 3 in order to progress. This lever starts in the horizontal position. If you shoot while it's low, then it drops and the western pipe closes, stopping the water flow and draining the pit at point 4. If, however, you spend too long in the room, shooting monsters and the like, the lever tips up. Shoot it at this stage and the lower drops, but this time the western pipe closes and the water drains out of the pit at point 5.

■ If you can cross the pit at point 4 this leads

into the short-cut area used to start B, but this time there are no obstacles at the end of the corridor.

■ The pit at point 5 gives access to the main route onwards into the level.

■ When you reach point 2, the way forward is blocked by the water-filled pit to the south. You must shoot and destroy all of the pipe outlets which feed the pit at point 6. In order to drain the water

out the pit and allow you to proceed. Start by shooting the one on the left, then the middle one and finally the right-hand one.

■ Once in the pit below point 7, you have a choice of routes. If you take the western ramp out of the pit, you enter a large room which contains some treasure. You must then collect Silver Keys 2 to exit this room and return the main route.

■ In the next large room, at point 8, there are three switches on the wall. You must shoot the middle one, which is up. In order to flip it down. This flips the left hand switch up. When you



WORLD 4 LEVEL 3—THE HALL OF MACHINES

- This level is basically a long corridor leading to the single exit at the north. You're stopped from progressing along the corridor by pairs of activated nodes which project a barrier between them. These barriers are lethal and kill any character who walks into them; you have been warned!
- You must enter each room before each barrier and solve the puzzle in that room to get down the next set of nodes and open that barrier.
- Room 1 contains a circle of small pits. You must collect the Gold Keys in the centre of the circle to start a number of small rocks appearing in the pits around you. You must then shoot any of the rocks until you destroy one. As soon as one blows up, all the pits disappear and the puzzle is solved.
- At this point you should note that the light on the north wall of the room has stopped burning and that a number 1 has appeared. This is a clue for later. As a bonus, if you shoot the light, it changes into a 4, which is another clue to a later puzzle in room 3.
- Room 2 contains a spinning wheel. As it passes a contact on its frame it opens. To solve this puzzle you must simply shoot the wheel, at which point it stops spinning. If however, you manage to stop it at exactly the



point when the contacts are touching, the wall to the east of the wheel cracks. If you walk into this section of wall it disappears and you open a short cut to room 4.

■ Room 3 contains a number of monster generators which produce extremely tough Half-Tracks. You must destroy all these and blow up the generators before you can activate the puzzle. At this point a set of numbers appears on the north wall. It's here that you use the clue you obtained in room 1. Shoot 1 to deactivate the nodes and open the barrier. If you've been given the same clue in room 1 you may now shoot 4 to open a short cut into room 5.

PLAYING TIPS

Room 1 contains a number of small dials, all of which have cracked except one. There is a small button next to this active dial. You must fire at this button to move the needle within the dial. When you've killed all the monsters that are generated and moved the needle one complete revolution, the dial cracks as well and the puzzle is solved.

■ Room 2 contains three spinning pots. When you enter the room, several Half-Tracks are generated to protect the pots. As you kill off these guardians, the pots stop spinning. When all of them have stopped the puzzle has been solved and you may continue to the final section of the level.

■ The final section of The Hall of Machines provides you with an overview of what's to do in this final level. The map of this section is a representation of the map of the rest level of the game.

■ You must first activate all the nodes in the four small rooms that surround the Generator at point 0.

■ When the node counter drops to 0, you're informed that the exit is open, but on inspection you find that the door is still shut. However, a power cable joins the Generator to the door and if you shoot the base of the Generator it blows up, the cable dissolves and the door opens.



WORLD 4 LEVEL 4— TIME FOR CHAOS

- The Chaos Engine is in the centre of the level and is protected by a force-field generated by four activated nodes. Before you can attack the Engine you must disable this force-field. Although the node counter says there are four nodes to activate in this level, there are no normal nodes; instead there are four electrical Generators, like the one at the end of the previous level. The positions of these Generators are marked as nodes on this map.
- You must destroy each of these Generators by shooting them in the back. In order to cut the power supply to the level and shut down the force-field.
- The control room at point 1 monitors your progress. As each Generator powers its own set of pistons as marked on the north wall of this room. When you shut down a Generator, its set of pistons will cease to move. As did will be destroyed and the force field surrounding the Engine will be weakened. You are also rewarded with a Poyen's Devil token, which is placed in Room 1, for every one that you shut down. This may come back to this room at any time to bring a character back to life or just to



shoot this one. A set of steps appears immediately to the west and the right-hand switch flies up. You must flip this first switch to close the first water-filled pit and allow you to enter the first pump-room shaft. However, you must activate the two nodes on the ledge above the switches before you can open the first exit, so go up the steps and clear out this area before leaving the room.

■ The node marked at point 1 (0) on the map, is only present if you begin the level at start 0.
- You must collect Silver Keys 3 to open the door at point 1 (0) and allow you to get to the exit.

check how you're doing.

■ When you are succeeded in destroying all four generators, you're informed that the exit is open. The force field surrounding The Chaos Engine disappears and a pulsing ring appears at point 2. You must step into this ring so that you're teleported to the final conflict with the Chaos Engine.

■ The Engine itself has two stages. At first it has a protective shell around it and you must hurt it sufficiently so that part of this shell dissolves away. What it's in this phase, I can't see the full form of its weaponry, however once its insides are exposed it does everything it can to protect itself. All you have to do is destroy it to win the game and end the level of Chaos. Simple isn't?

CHAOS THEORY

The Haven and the Thug are the two most powerful characters. They move slowly but have very powerful weapons and destructive specials, although they only get a few. They can take a lot of hits before being killed, but are relatively stupid and not much use as a computer-controlled character to begin with.

The Begleit and the Mercenary are the best all-round characters. The Gentleman and the Preacher are relatively weak. They can only take a few hits but are very fast-moving and intelligent. They get a wide range of useful specials.

Select the novice player if a probably level to select either the Advanced or the Mercenary as the human-controlled player (HCP) as they have the best balance of abilities. The Gentleman makes a very good computer-controlled player (CCP) as he is quick and intelligent and carries the M4 — very handy to the first-time player. The Preacher is also very good as the CCP and he carries the first Aid kit which allows the HCP to heal himself (by swapping specials). The more-experienced player should try the Haven as the HCP, he is a very strong character who has a very powerful, easy-to-use weapon and a very destructive special, the Dynamite. However, he does move slowly and can find it difficult to get out of the way of fast-moving shots.

GENERAL PLAY

■ An extra life is awarded to either player in either version of the game, for scoring a multiple of 7,000 points.

A novice player should take the tip as much as possible (the Gentleman has a lot of keys special). If you're not sure what a set of keys is, a quick glance at your map should help out. The Fast-Aid kit (the Preacher) is handy to have at the beginning as you can heal yourself as often as you like. The Dynamite (the Haven) is also one of the best specials as it destroys all monsters on the screen, but you have to wait for the fuse to burn so be careful.

Save keys as very important as they open up the main route to the exit or make vital items appear. You must try to collect all the silver keys on a level. Gold Keys, however, open secret rooms or bonus areas. Some of these can be quite difficult and so are probably best avoided until you get used to the game.

If a level has more than one exit, it's always to your advantage to go out of the higher-levelled exit (Exit B is better than Exit A) if you've heard 'Exit Open'. But the novice player will estimate that there are nodes to activate first to find the prize nodes and then find the higher exit. These exits take you to bonus sections and secret areas on the next level.



In the earlier levels of the game, areas that you've completed are faded out. Don't worry about trying backdoor line them; you are done if you can't push on towards the exit. The music also gets you a clue as to how you are progressing. It picks up in pace as you near the exit, but becomes subdued if you go back into an area which you've cleared out. The music also becomes more playful in difficult areas infested with lots of monsters, and more relaxed in regions where a lot more thought is required.

Passwords are awarded at the end of every World. Note that these record your character's status as well as their current position including the number of lives they had left. Therefore you might be better off entering an old password or even starting again from the beginning to be in a stronger position with more lives at the start of the World.

Whilst you're playing the game, keep an eye out for background detail. Look out for mistakes that don't look quite right and things out of place, look players with levels on a full-size game, return of bones or something appearing just on the edge of the screen. Things are not always as they seem; don't be afraid to experiment, you can't hurt yourself.

Make sure you collect as much money as possible and quickly as the coins that the monsters leave behind will disappear if left for too long.

ONE-PLAYER GAME

■ In a one-player game, all the money collected is automatically split 50/50 between the HCP and the CCP, so you don't have to worry about who shoots which things during play. If he dies, you'll have to pay for him to be resurrected, so it is in your interest to shoot but power up and watch things as fully as possible, so he doesn't die.

In the game the CCP's actions can be influenced by the HCP. It's important to realise that the CCP can see through the HCP, so won't run for things if you're blocking his line of sight. If he has nothing better to do, the CCP will always attempt to get behind the HCP, so by a combination of moving and turning, round it's possible to effect what he can see and what he'll do.

The CCP will only move towards food if he has less energy than the HCP. He will, however, collect it if he runs over it whilst on his way to something else. The same is true of silver items.

He won't collect any object, no matter how much he needs it, if that object would affect the map in some way or generate enemies. Therefore he never picks up keys, bombs trapped level or the Aid.

EQUIPPING A CHARACTER

■ Cash can be spent in the equipment screen to improve a character's statistics. You have to make your own character's stat level to keep his as high as possible, as this controls his current requirements for all his other statistics and decides how many weapon power-ups and special abilities are available for purchase.

Try to keep his level of weapon power-up as high as possible and then spend any money left over on extra lives. Intelligence is very important for computer-controlled characters as it controls how well they play the game, so buy it for them whenever you can.

The slower characters like the Haven and the Thug, would greatly benefit from a little boost in speed when you get the chance.

TWO-PLAYER GAME

■ In a two-player game, it is best to stay away from the edge of the screen until you know the game really well.

The money is shared out, based on what each of the characters does. Nodes and keys are the most important things, so make sure you get as many of these as possible. The last node, the one when opens the exit, is the most important of all, once you'll be credited for opening the exit as well as activating the node.

You're awarded points for collecting keys and activating nodes, as well as for creating monsters. Points are also awarded to the first player out of the exit.

In general, it's best to try to doogen as. Share out the power-ups and the special powers as evenly as possible and attempt to do an equal amount of work on each level. Decide which of you is going to cover the rear and which is going to shoot the monsters up ahead, as it is no good both of you shooting at the same monster. It'll be a lot easier to progress if both of you are as powered up as possible.



CUT-OUT 'N' CHEAT!

CHEAT CARDS

Aren't we just the coolest mag in the known universe? Not only do we give you the latest and greatest game tips, we also put the fiddly little ones on convenient cut-out cards! No more rummaging through endless dog-eared tomes just to find a level code for a game... oh, bliss!

amiga **3D POOL**



amiga **ALIEN STORM**



amiga **ROBOCOP**



amiga **SWORD OF SOOAH**



amiga **TORVAK THE WARRIOR**



amiga **LINE OF FIRE**



amiga **OOPS UP**



amiga **RAMBO III**



amiga **FIGHTER BOMBER**



CHEAT CARDS



1. 3D POOL
2. ALIEN STORM
3. ROBOCOP
4. SWORD OF SODAN
5. TORVAK THE WARRIOR
6. LINE OF FIRE
7. OOOOPS UP
8. RAMBO III
9. FIGHTER BOMBER

1	2	3
4	5	6
7	8	9



ROBOCOP (IBM Speed)

Don't laugh at Spectrum owners — **he might show you his copy of RoboCop**, which **exceeds** over ours. Hold down the Shift key and type **ALEX MURPHY** (including the space), press fire, then press the left mouse button. Your energy is restored.

ALIEN STORM (IBM Gold)

That's what you get for converting a game with blinding graphics and not-all-else — not recommended. To skip levels, press the 'F' key.

3D POOL (Black)

More trickshot codes:

- | | |
|---------------------|---------------------|
| 11 — 0011 100 11 00 | 15 — 0010 010 12 00 |
| 12 — 0010 010 01 10 | 16 — 0010 010 00 10 |
| 13 — 0010 010 00 11 | 17 — 0010 100 01 00 |
| 14 — 0010 100 01 10 | 18 — 0010 100 01 11 |
| 19 — 0011 010 01 00 | |

LINE OF FIRE (IBM Gold)

Not the greatest of games, but it's very **VERY** violent. Type **OPERATION PERRET** (including the space) on the joystick select screen. Whoopie, you're invulnerable!

TORVAK THE WARRIOR (Core Design)

Another game with little to offer except scenery and atmospheric pictures. On the high-score table type **CHEAT** (three full stops). On the pre-level map screen holding keys F1-F4 while holding the table you to that level.

SWORD OF SODAN (Microbeam Arts)

A real blast from the past, and it's now on budget too! Type **NANCY** on the high-score table for only lives! You can then skip levels by pressing **RETURN**.

FIGHTER BOMBER (Activision)

There's nothing like a really good high score, but what makes a good one is **space**! (This one is distributed when — you decide)

Enter your pilot's name as **BUGGARD** to allow you to attempt any mission. Pressing 0 takes you to your next target.

RAMBO III (Broom)

Rambo's enough to make you **PURGE**! This game's almost **recessing**ly bad.

Type **RENEGADE** on the high score table and press 1, 2, or 3 to access that level.

OOOPS UP (Broom)

As 'labeled' go, it's a wonder this one stayed out of the courts. Stick to Pang, you know it makes sense.

Level codes:

- | | |
|------|------|
| 4799 | 8476 |
| A234 | DC28 |
| F017 | |

CUT-OUT 'N' CHEAT!

Just cut out this coupon to keep in your game box!



CHEAT CARDS



amiga **SPACE** SUPREMACY



amiga **SPACE** BATMAN



amiga **SPACE** CONTINENTAL CROSS



amiga **SPACE** DOUBLE DRAGON



amiga **SPACE** DAMOCLES



amiga **SPACE** DEFENSE OF THE CRUST



amiga **SPACE** BATTLE KAMIKAZE



amiga **SPACE** PIPEMANIA



amiga **SPACE** THE LIGHT CONDUIT



CHEAT CARDS



10. SUPREMACY
11. BATMAN
12. CONTINENTAL CIRCUS
13. DOUBLE DRAGON
14. DAMOCLES
15. DEFENDER OF THE CROWN
16. BATTLE SQUADRON
17. PIPEMANIA
18. THE LIGHT CORRIDOR

10	11	12
13	14	15
16	17	18

CONTINENTAL CIRCUS

(Viggle)

Did you know this game cheats its title called Continental Circus? But feel free to use it as a cheat phone line.

To improve your chances, press the joystick forward and hold it as you go to the first set light a ring. When the second line is, release the joystick and move as you get the green light push forward again.

BATMAN

(Theme)

Do believe the hype?

Type

JAMMMM

on the title screen for
infinite lives

SUPREMACY

(Viggle)

Not to everyone's tastes, but it's a good game nonetheless.

Scrap a solar satellite on a planet with no fuel reserves and you get 20,000 tons of the stuff.

DEFENDER OF THE CROWN

(Classics)

An aging classic which, like, went down with Roland Maxwell. If you're stuck, hold it while the game loads. You'll start the game with 1024 knights and soldiers.

DAMOCLES

(Hanging)

If you want the lockdown on this one, make sure you check out our feature in issue 1.

To find the first room trigger and have to go to the 1st room and go to the 1st City. Professor Hamilton's lab is at location 07 01 — use the 8 key to get in. Collect the sideboard, turn it on and it becomes the room trigger. The room bomb is at location 05 00.

DOUBLE DRAGON

(Viggle)

Doesn't it drag-on? This game must be one of the most overrated in computer history, and this is where it all started. Start a two-player game, press both fire buttons and hit ESCAPE. Hey ho, you've got infinite credits!

THE LIGHT CORRIDOR

(Hanging)

Who says all breakout games look the same?

Level codes:

Level 10 — 3005 Level 30 — 8118
Level 20 — 8111 Level 40 — 9425
Level 50 — 9932

PIPEMANIA

(Hanging)

Building sewers was never so much fun!

Level codes:

BALL	DOCK
BLOB	GRIP
WILD	TICK
0005	

BATTLE SQUADRON

(Hanging)

A center of a vertically scrolling shoot-'em-up. All the depth of a paddle on a hot day, but who cares?

To activate the cheat mode, type CASH on at any time during the game.

CIT-OUT 'N' CHEAT!

Just cut out this coupon to keep in your game box!



CHEAT CARDS



CHEAT CARDS



19. DRIVIN' FORCE
20. THE SPY WHO LOVED ME
21. AFTER THE WAR
22. KICK OFF: EXTRA TIME
23. ARMY MOVES
24. DEFENDER II
25. TOYOTA CELICA GT RALLY
26. NICK FAULDO'S CHAMPIONSHIP GOLF
27. SLEEPWALKER

19	20	21
22	23	24
25	26	27

AFTER THE WAR

1000

It's...it's...it's...just another beat-'em-up. Competent, but pales next to today's offerings. During the first stage press Alt, M and I simultaneously for left energy and Alt, M and I to jump to the second stage.



THE SPT WHO LOVED ME

100

Before than previous Solid state, but it's short leads and derivative. Say Montenegro perhaps mean it's still only worth about 50%. Type MISS MONET TONY on the site screen for info here.



DRIVING FORCE

1000

As incredibly fast game that gives no impression of driving whatsoever — buy the excellent Nissan-branded 'Wanna stop your car leaving the track? No problems — on the title screen, click on the top it is. (Delete)



DISCUSSION

100

An age-old rite from the grove. The vintage wasn't as good as its predecessor and you can get a near-perfect PD clone at it (Obvious) — but that's instead, Type G O A T Y (leaving the space) for inevitability.



ARMY MOVES

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

Sounds like a government regulatory relaxation scheme. But it's not. It sounds like you're reading out of *Idiot* — *Idiot*.

In part one (old Ad), I said I for immensity. The code for the second part of the game is: **WIDE**. (Press Ad, J and I for immensity in the second verse.



KICK OFF:
EXTRA TIME

1000

To prevent the computer-asserting paradox, turn on your joystick's **satellite** and hold the fire button. Alternatively, just repeatedly hit the



SLEEPWALKER

[illegible]

On the title screen type
"CONQUERING DANG MY DANGAL"
red,red,red (forward) Ralph
and Lee is gonna turn green.
From now on you can hit
RETURN to skip levels or TAB to
get nine lives, full energy, all
weapons, and all balloons.



NICK FALDO'S CHAMPIONSHIP GOLF

[illegible]

of their knowledge, are going well in the future, they
 shouldn't you going to continue doing so? They
 shouldn't because it's not a good idea to
 generally collect in the future, please, so you have to
 continue your study tomorrow.

They are going to do this project. They have
 been in the future, please, so you have to
 continue your study tomorrow.



TOYOTA CELICA GT RALLY

Figure 1

Presiding: Let me begin with a word from the Bible. When you read, please read carefully. This takes you to an excellent source that I and others have used: the www.usccb.org/bible/lectionary.



CUT-OUT 'N' CHEAT!

Just cut out this coupon to keep in your game box!

CHEAT CARDS



CHEAT CARDS



28. BILL'S TOMATO GAME
29. THE CHAOS ENGINE
30. GEM-X
31. HISTORYLINE
32. HISTORYLINE
33. HISTORYLINE
34. SENSIBLE SOCCER
35. CRYSTAL KINGDOM DIZZY
36. LEGEND

28 29 30
31 32 33
34 35 36

GEM-X

(Mikami)

Level Codes:

B — BARTHEAN	K — TURKICAN
C — CYRICH	L — LUDMOON
D — DROCKAR	M — CARRACON
E — EDEAR	N — MIVACARIN
F — FARMAN	O — OYALOM
G — GETHORN	P — PICTORIN
H — YOROHAMA	Q — CUREN
I — EXACT	R — TAMPOON
J — BASSO	S — JAWAS

THE CHAOS ENGINE

(Microgames)

On World 1 Level 1, walk up the Party Power sign and choose 9999 to get everything before it expires. This gives you everything.

ONE PLAYER

W1 1 — 00000000

W1 2 — 00000000

W1 3 — 00000000

TWO PLAYERS

W1 1 — 00000000

W1 2 — 00000000

W1 3 — 00000000

BILL'S TOMATO GAME

(Microgames)

Press HELP to take you to the next level (don't bother sending us level codes either — each game generates its own personal set, which are bloomers' unless to everyone else).

HISTORYLINE 1914-1918

(Bliss Byte)

Yet more level codes — Two-Player

1. TRAP	10. TRAP	19. TRAP
2. TRAP	11. TRAP	20. TRAP
3. TRAP	12. TRAP	21. TRAP
4. TRAP	13. TRAP	22. TRAP
5. TRAP	14. TRAP	23. TRAP
6. TRAP	15. TRAP	24. TRAP
7. TRAP	16. TRAP	25. TRAP
8. TRAP	17. TRAP	26. TRAP
9. TRAP	18. TRAP	27. TRAP

HISTORYLINE 1914-1918

(Bliss Byte)

More level codes — Allied

1. TRAP	10. TRAP	19. TRAP
2. TRAP	11. TRAP	20. TRAP
3. TRAP	12. TRAP	21. TRAP
4. TRAP	13. TRAP	22. TRAP
5. TRAP	14. TRAP	23. TRAP
6. TRAP	15. TRAP	24. TRAP
7. TRAP	16. TRAP	25. TRAP
8. TRAP	17. TRAP	26. TRAP
9. TRAP	18. TRAP	27. TRAP

HISTORYLINE 1914-1918

(Bliss Byte)

Level codes — German

1. TRAP	10. TRAP	19. TRAP
2. TRAP	11. TRAP	20. TRAP
3. TRAP	12. TRAP	21. TRAP
4. TRAP	13. TRAP	22. TRAP
5. TRAP	14. TRAP	23. TRAP
6. TRAP	15. TRAP	24. TRAP
7. TRAP	16. TRAP	25. TRAP
8. TRAP	17. TRAP	26. TRAP
9. TRAP	18. TRAP	27. TRAP

LEGEND

(Microgames)

Maybe not quite a Legend, but a damn fine game nonetheless!

Remove enough armour so your AC is at least +11. It should suddenly become 345.

CRYSTAL KINGDOM DIZZY

(CodeMasters)

Not the best Dizzy mode adventure, and an incredibly silly choice of games for a price like this.

Level Codes
Part Two — 000 000 000
Part Four — 000 000 000

SENSIBLE SOCCER

(Microgames)

Phil won the cup, Phil won the cup, everybody, Phil won the cup! Load CUSTOM TEAMS and select England and Germany for a friendly match. The game will continue as normal, but in black and white — just like the 1994 World Cup final.

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Hey! Do you want the good news or the even better news first? The good news is that from issue 8 (on sale 30 May), AMIGA FORCE will be published every 4 weeks! No more long waits between issues! No more hair-tearing frustration, yearning for the latest, hottest tips. Nope, it'll be riving the streets EVERY 4 weeks!

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LOTUS ESPRIT TURBO CHALLENGE

Even more playable than its two-daring siblings, this is the two-player driving game. The rollercoaster 3-D action is superb! It's the competition fanatic as you teeter and bounce past the computer cars and into each other on obstacle-strewn tracks.



THREEDIES!

SWITCHBLADE

A cracking arcade adventure with the huge puncher! And locking bodiless gnomes to be switched for the fragments of a mythical sword. The innovation of shaping unexplained images as well removes the risk of backsliding in the extensive underground levels.

MANIX

A shupped-up variation of the classic 3-D plot con-vo. This has you jumping around the vibrant 3-D blocks to change their colour regarding a combination of quick thinking and arcade reflexes.



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NEXT MONTH

FORTHCOMING ATTRACTIONS!

REVIEW REVOLUTION

Next month we hope to bring you the ultimate delight, with reviews of two fight sims: Ancient Art Of War In The Clouds and Combat Air Patrol. With any luck, we'll also have Donk Herd (Guine), Super Cauldron and Dino Dini's magic to bewitch Gosh! — can it beat Versatile Soccer? As we said last month (and in this issue's editorial), **AMIGA FORCE** can make no promises to review games, so we don't know whether they'll be 100% finished (however, due to not missing our editorial deadline, some games appear on the shelves well before their release). (more for this subcategory next issue) Indeed, some readers have told us to forget our firm rule of reviewing only finished products, as they want to read reviews of the big titles before they're released. Well, from next month we can satisfy this need and will stick to our principle. No we haven't become mind-reading weirds, but indeed a revolution is game-testing technique! All will be revealed in our next scintillating issue!



ALSO IN NEXT MONTH'S AMIGA FORCE...

CANNON FODDER

We pay a visit to the HQ of the legendary Benelux Software to playtest their ambitious shoot-'em-up, **Cannon Fodder**, due for release this autumn. We're drinking already!

THINK AGAIN!

Do you long for something more than mindless blasting and platform leaping? You probably were convinced to too many grey matter, but maybe you're not interested in military sims and wargames? The Amiga has plenty of brain-bending 'good' games, where you have control of real cities or worlds. We look at the best of them, and other non-military strategy games in a real thinking man's reader!

TIPS GALORE

We bring you part two of our 'Insider' **Body Blows** guide, and give tips for the epic **Flashback**, multi-coloured maps of **Mirky**, and much more!

amiga FORCE SPECIAL RESERVE!

Dear Mr Newsagent:
We just dropping a quick line to say **AMIGA FORCE** is the magazine for me. After all, could any other magazine compare? I mean, look at those features, reviews, playing tips — what a **Amigamagazine** affair it is! So...

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Just in case you didn't know, **AMIGA FORCE** is published by Impact Magazines, and distributed by COMAG. Thanks!

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Eagle
Software



1. *Journal of the American Medical Association*, 1997; 278: 1039-1044.

[illegible]

Keywords: child sexual abuse; disclosure; social support

[illegible]

Figure 1

HIGHLIGHTS

Year	1990	1995	2000
1990	1990	1995	2000

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Alpha	Beta	Gamma	Delta	Epsilon	Zeta	Eta	Theta	Iota	Kappa	Lambda	Mu	Nu	Xi	Omicron	Pi	Rho	Sigma	Tau	Upsilon	Phi	Chi	Psi	Omega
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